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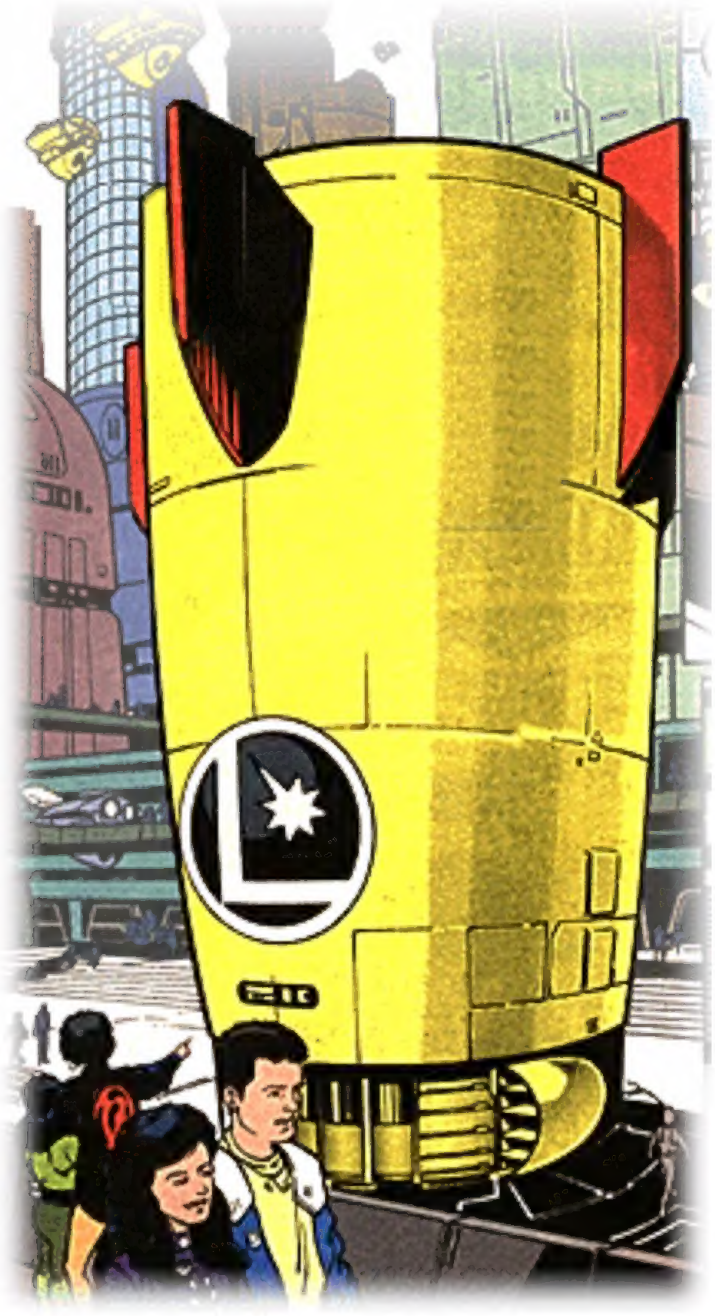
Oct 1995

# Legion Outpost II

## number 5



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An unofficial fan magazine dedicated to the Legion of Super-Heroes™

# Legion Outpost II

## number 5 (v1.10)

### October 1995

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The artwork used in the "Who's Who" section of this issue was scanned from work created by DC artists and modified only where necessary. *Invisible Kid* by Jason Armstrong and Ron Boyd. *Brainiac 5* by Tom Grummett and Karl Kesel. Cover artwork by Chris Sprouse and Karl Story.

References: 60 years of DC Comics,
*The Amazing World of DC Comics # 9* (Legion Handbook) by DC Comics,
*the Legion of Super-Heroes sourcebooks* by Mayfair Games,
*The Legion of Super-Heroes Index, volumes 1 through 5*, by ICG

**A message from the publisher:**

Welcome to *Legion Outpost II*, an electronic fan magazine dedicated to DC Comics' ***Legion of Super-Heroes*** and ***Legionnaires***. The original *Legion Outpost* was a popular fanzine published many years ago; this project is an attempt to continue that legacy. *Legion Outpost II* will contain regular features such as Who's Who pages and chronological listings of all appearances of the Legion of Super-Heroes. The real goal, however, is to involve the reader in helping to create the bulk of this magazine through the submission of letters and articles. I'm counting on you to help me publish this 'zine on a regular schedule. Send me your ideas, your letters, corrections ... any information you have which will help me put this all together. Please E-Mail all correspondence to outpost2@InfiniteEarths.org. The reboot of the Legion of Super-Heroes will all but disregard the original history. With *Legion Outpost II*, not only will that history be preserved, but younger fans will discover the same Legion that I fell in love with 20 years ago. Long live the Legion!

## Section I - Legion of Super-Villains roster:

The following is a Legion of Super-Villains roster listing the criminals in the order in which they joined the organization. An adult version of the Legion of Super-Villains, who claimed to be from a future era, has appeared from time to time and that group is detailed in the section following this one. This roster covers only the Super-Villains from the "true" Legion of Super-Heroes reality.

| Legion of Super-Villains | | | |
|---|---|---|---|
| | **Real Name** | **Aliases** | **Date of Admission** |
| 1 | Benno Tarik of Earth | Tarik the Mute | January 2979 (Adv#372) |
| 2 | Mekt Ranzz of Winath | Lightning Lord | January 2979 (Adv#372) |
| 3 | Hart Druiter of Myar | Nemesis Kid | January 2979 (Adv#372) |
| 4 | Roy Travich of Earth | Radiation Roy | January 2979 (Adv#372) |
| 5 | Ron-Karr of Neptune | Ron-Karr | January 2979 (Adv#372) |
| 6 | Sussa Paka of Earth | Spider Girl | January 2979 (Adv#372) |
| 7 | Nigal Douglous of Earth | Sun Emperor | Summer 2981 (Sb#208) |
| 8 | Jall Tannuz of ? | Chameleon Chief | Summer 2981 (Sb#208) |
| 9 | Laevar Bolto of Venus | Cosmic King | Summer 2981 (Sb#208) |
| 10 | Meta Ulnoor of Titan | Esper Lass | Autumn 2985 (LSH3#1) |
| 11 | Adam Orion of Simballi | Hunter | Autumn 2985 (LSH3#1) |
| 12 | Kort Grezz of Braal | Magno Lad | Autumn 2985 (LSH3#1) |
| 13 | Lalo Muldroon of Imsk | Micro Lad | Autumn 2985 (LSH3#1) |
| 14 | Ol-Vir of Daxam | Ol-Vir | Autumn 2985 (LSH3#1) |
| 15 | Eve Aries of Titan, a moon of Saturn | Saturn Queen | Autumn 2985 (LSH3#1) |
| 16 | ? | Terrus | Autumn 2985 (LSH3#1) |
| 17 | Tyr of Tyrraz | Tyr | Autumn 2985 (LSH3#1) |
| 18 | Zymyr of Gil'Dishpan | Zymyr | Autumn 2985 (LSH3#1) |
| 19 | Chey-Nu of Dryad | Lazon | Autumn 2985 (LSH3#1) |
| 20 | Ye Sti-Tuan of Dryad | Mist Master | Autumn 2985 (LSH3#1) |
| 21 | Wi Kan Muur of Dryad | Neutrax | Autumn 2985 (LSH3#1) |
| 22 | Ki-Lan of Dryad | Silver Slasher | Autumn 2985 (LSH3#1) |
| 23 | ? of Dryad | Titania | Autumn 2985 (LSH3#1) |

## Section II - The Adult Legion of Super-Villains:

A number of tales chronicled the adventures of the Adult Legion of Super-Heroes and Adult Legion of Super-Villains. It was revealed in *LEGION OF SUPER-HEROES [second series] #300* that these characters existed in a reality different from the "true" Legion reality. It is not known how this alternate reality was affected by the Crisis on Infinite Earths, but it was undoubtedly destroyed during the Crisis in Time. The Adult Legion of Super-Villains' appearances include: *SUPERMAN [first series] #147, ACTION COMICS #286* (dream sequence only), *SUPERMAN'S PAL JIMMY OLSEN #63, ACTION COMICS #294* (portrait only), *ADVENTURE COMICS #331, SUPERMAN'S PAL JIMMY OLSEN #87, ACTION COMICS #332, ADVENTURE COMICS #354-355, LEGION OF SUPER-HEROES [third series] #300,* and finally *LEGIONNAIRES #17.*

| the Adult Legion of Super-Villains |
|---|
| Cosmic King |
| Lightning Lord |
| Saturn Woman |
| Chameleon Chief |
| Sun-Emperor |
| Beauty Blaze |
| Echo |
| Douglas Nolan, "Ferro Man" (hypnotized) |

According to *WHO'S WHO IN THE LEGION OF SUPER-HEROES,* the Saturn Queen that appeared in *ADVENTURE COMICS #331* was definitely from the "true" Legion reality. It also stated that the adult Lightning Lord and Cosmic King that appeared with her claimed to be from the future, but that the truth of this claim could not be validated. Because of comments made in *The Legion of Super-Heroes Index, volumes 1 through 5* by ICG, I had originally intended to write an analysis which would attempt to separate the appearances of the adult LSV that menaced the "true" teen-aged Legionnaires from those that occurred in the reality of the "Adult Legion". After reading *LEGIONNAIRES #17* however, I am convinced that the images of alternate realities shown in *LEGION OF SUPER-HEROES [third series] #300* did not take place in Douglas Nolan's mind, but rather truly depicted actual alternate realms. It is my belief, given the events of *LEGIONNAIRES #17,* that the three villains who appeared in *ADVENTURE COMICS #331* were the same villains depicted in all those "Adult Legion" tales ... having traveled not only into the past, but also into a parallel reality.

## Section III - The United Planets Militia Academy:

After the Legion Academy was shut down, instructors Chuck and Luornu Taine established the United Planets Militia Academy on Xolnar. The Academy was funded by the U.P. and supervised by King Jonn of Pasnic. The following is a list of some of the instructors and students at the Academy.

| The United Planets Militia Academy |
|---|
| Chuck Taine *(formerly Bouncing Boy)* |
| Luornu Durgo Taine *(formerly Triplicate Girl/ Triad/ Duo Damsel)* |
| Berta Skye Haris *(formerly Nightwind)* |
| Jed Rikane *(formerly Power Boy)* |
| Tari Wahlmunn *(formerly Mandalla)* |
| Tayla Skott *(formerly Lamprey)* |
| Rush (Mara Williams) |
| Dragonfly |
| Jagged |
| Quake |
| R3Z7 |
| Ringtoss |
| Stun |
| Staq Mavlen *(formerly Fire Lad)* |
| Ulu Vakk *(formerly Color Kid)* |
| Ral Benem *(formerly Chlorophyll Kid)* |
| Dag Wentim *(formerly Stone Boy)* |
| Peter Dursin *(formerly Porcupine Pete)* |
| Bobb Kohan *(formerly Crystal Kid)* |
| Rhent Ustin *(formerly Visi-Lad)* |
| Ron-Karr |

## Section IV - The Legion Constitution:

This section features the English translation of the famed Legion Constitution. Bits and pieces of the Legion Constitution had been referenced throughout the Legion's long career, but it wasn't until *THE LEGION OF SUPER-HEROES [second series] #308-310* that readers got to see the complete document. The Constitution was shown only one other time after that in *WHO'S WHO IN THE LEGION OF SUPER-HEROES #2-6*. A few minor differences can be seen, but only one of any relevance. Section 3.7 of the original version disappeared in the new version, with all subsequent sections renumbered. It is not known if the removal was intentional on the part of the Who's Who people or if possibly that section was lost in the shuffle. Regardless, it read as follows:

3.7 There are no qualifications for honorary membership except that the individual must be courageous and of good character.

The Constitution shown below is believed to be the final version of the Legion's most precious document. One should realize however that a number of amendments have been made since the drafting of the first Constitution. One such amendment was the removal of the requirement that no member be married (that change enabled Lightning Lad and Saturn Girl to rejoin). Another requirement which was apparently removed was the rule which stated that honorary members must take part in Legion activities at least twice a year or lose their membership. Another stated that, except in cases of dire emergency, no Legionnaire shall go on more than five successive space-missions without a rest-period, to prevent space-fatigue. Yet another stated that if a Legionnaire becomes physically or mentally unfit to perform his duties, he must remain under observation in the Science Hospital for one year. Other requirements for membership have been waived without an amendment, such as the rule which states that no two members can have the same power (as was the case when Lightning Lass rejoined) or the rule which requires an applicant to be under 18 years of age (which was ignored when Polar Boy joined). Actually, the Constitution had been amended once by the criminal member Dynamo-Boy to allow for adults to join, but that amendment was rejected upon his expulsion.

In the coming months, the reboot Legion of Super-Heroes will find reason to draft themselves a Legion Constitution. It will be interesting to compare the old to the new (that is assuming that we get to see the new).

# *CONSTITUTION OF THE LEGION OF SUPER-HEROES*

## 1.0 GENERAL PURPOSE

1.1 The Legion of Super-Heroes shall be an organization devoted to preserving the peaceful life of sentient beings throughout the universe.

1.2 Having duly qualified under the United Planets statute-in-council #2958-07Q ("The Legion of Super-Heroes Enabling Act"), as amended from time to time, and appropriate United Planets' Revenue Codes - - especially Sections 108.9 and 283.6, (otherwise known as the "Not for Profit Heroes Amendment" and the "Private Foundations Exclusion"), the Legion of Super-Heroes shall be an independent organization responsible only to the President and Council of the United Planets and such authorities as they may from time to time designate.

1.3 Under the terms of the laws cited in Section 1.2 above, the Legion of Super-Heroes' finances shall be administered to fulfill the purposes of this Constitution by nonmembers of the organization under direction from the current Leader of the Legion of Super-Heroes and without any interference from any private individual or local government.

1.4 The Legion of Super-Heroes shall maintain its headquarters on the planet Earth.

## 2.0 MEMBERSHIP

2.1 There shall be three classes of membership in the Legion of Super-Heroes: active members, who shall be limited to no more than twenty-five (25) sentient beings; honorary and reserve members, of whom there may be an unlimited number.

2.2 Active members shall be those duly qualified and elected individuals who shall be on call twenty-four (24) Terran standard hours per Terran standard day (except as provided in Sections 2.3 and 4.2 hereof), and who shall devote substantially all of their time to the Legion of Super-Heroes.

2.3 Notwithstanding the foregoing Section 2.2, Superboy may be considered to have status as an active member at any time there is an opening in the membership by agreeing to devote a significant portion of his time to activities of the Legion of Super-Heroes.

2.4 Honorary members shall be those worthy individuals who do not qualify for active membership hereunder, but whom the active membership wishes to honor with inclusion in the Legion of Super-Heroes.

2.5 Reserve members shall be those duly qualified and elected individuals who shall be prepared to take action in the event of an emergency when the active members require assistance or are unable to respond, and who shall devote such reasonable portions of their time to Legion of Super-Heroes duties as the Leader may from time to time require.

## 3.0 ADMISSION TO MEMBERSHIP

3.1 To qualify for active membership, a candidate must:

(i) be at the time of proposed admission under the age of eighteen (18), as measured on the Terran comparative physiological age scale (as periodically revised by the United Planets);

(ii) have at least one genuine super-power not activated, assisted, or powered by extrinsic means and not possessed by the contemporary Terran population; and further, such super-power must be distinct from the super-power(s) possessed by any active member other than Superboy;

(iii) be able to fully control such power; and

(iv) be courageous and good of character.

3.2 Candidates may be proposed for membership by any member or may propose themselves on such occasions when the Legion of Super-Heroes may announce a willingness to examine candidates. Candidates are subject to evaluation by the standing Committee on Membership to determine the candidates' qualifications and merits, including any reasonable testing procedures the Committee may deem necessary and desirable. The results of such evaluation shall then be presented to the membership by the Chairperson of such Committee, along with the candidate.

3.3 Voting on new active members shall then take place as provided in Sections 8.2 and 8.3 hereunder. Candidates elected shall be promptly inducted into active membership.

3.4 Worthy candidates not elected may be elected to reserve membership status, or may reapply for active membership at a later date, or may receive a token of the respect of the Legion of Super-Heroes as the Leader may see fit to award.

3.5 After election and induction, new active members shall undergo a training period as the standing Committee on Membership shall see fit, prior to assuming their duties. Such training may or may not include a period at the Legion Academy.

3.6 In times of emergency, any team of active members may grant provisional active membership to an individual they deem worthy who is assisting in the resolution of such emergency. Upon the resolution of such emergency, such provisional active member shall immediately become a candidate for active membership as provided hereunder.

3.7 Candidates for honorary membership may be proposed for membership by any active member. Candidates are subject to evaluation by the standing Committee on Membership to determine their merits. The results of such evaluation shall then be presented to the membership by the Chairperson of such Committee.

3.8 Voting on new honorary members shall then take place as provided in Sections 8.2 and 8.3 hereunder. Candidates elected shall be promptly informed of such election and offered honorary membership and, upon their acceptance of same, shall be promptly inducted as honorary members.

3.9 To qualify for reserve membership, a candidate must be either:

(i) a former active member;

(ii) an honorary member;

(iii) a member of the Legion of Substitute Heroes in good standing; or

(iv) a worthy candidate for active membership not elected to active membership.

3.10 Candidates for reserve membership may be proposed for membership by any active member. Candidates are subject to evaluation by the standing Committee on Membership to determine their qualifications and merits, including any reasonable testing procedures the Committee may deem necessary or desirable. The results of such evaluation shall then be presented to the membership by the Chairperson of such Committee, along with the candidate.

3.11 Voting on new reserve members shall then take place as provided in Sections 8.2 and 8.3 hereunder. Candidates elected shall be promptly inducted into reserve membership.

3.12 After election and induction, new reserve members shall undergo a training period as the standing Committee on Membership shall see fit, prior to assuming their duties. Such training may or may not include a period at the Legion Academy.

## 4.0 RESIGNATIONS OR EXPULSIONS FROM MEMBERSHIP

4.1 Members may resign at any time without cause.

4.2 Members may, with the consent of the Leader or of a simple majority of the active membership, place themselves on voluntary leave or part-time status. Such consent may be revoked at any time, and during such time members shall continue to have all obligations ordinarily incumbent upon Legionnaires except as to the proportion of time they shall devote to Legion-related duties.

4.3 Members shall be subject to expulsion for any failure to conform to the provisions of this Constitution applying to them. Grounds for expulsion shall include, but not be limited to:

(i) failure to continue to fulfill the requirements for membership as set forth in Section 3.1 hereof;

(ii) failing to fulfill the duties of a Legionnaire or attempting to subvert another member from doing so;

(iii) failing to obey the Leader's orders;

(iv) disloyalty to the Legion of Super-Heroes;

(v) cowardice, dishonesty, or fraud;

(vi) becoming medically or psychologically unfit for duty and failing to place oneself on voluntary leave or suspension;

(vii) revealing Legion of Super-Heroes secrets or confidential information acquired while serving as a Legionnaire; and

(viii) knowingly taking the life of a sentient being in other than a provable situation of self-defense or as a provable only available alternative to the death of sentient beings.

4.4 In the event a member is accused by another member of conduct meriting expulsion, the Leader shall suspend the accused and conduct an inquiry into the accusation. The results of such inquiry shall be presented to the active members in the fashion of a trial, with the accused given all the benefits of such a proceeding, including representation by an active member.

4.5 At the conclusion of such a trial, the question of expulsion shall be as provided in Sections 8.2 and 8.3 herein, except that the accused shall have no vote on the question.

4.6 Members expelled or resigning from the Legion of Super-Heroes and not awarded either honorary or reserve membership must submit to psycho-therapy to remove all memory of Legion of Super-Heroes secrets, confidential information gained while serving as a Legionnaire, and must return all Legion of Super-Heroes property and surrender all benefits and privileges of membership.

## 5.0 MEMBERSHIP ACTIVITIES

5.1 Upon admission, members are required to swear an oath of loyalty to the Legion of Super-Heroes in a manner as may be prescribed from time to time by the standing Committee on Constitutional Matters. A similarly prescribed oath shall be sworn by all Legionnaires annually at a rededication ceremony held at the Legion of Super-Heroes headquarters.

5.2 Active members shall keep the member or members charged with Mission Monitor Board Duty aware of their location at all times.

5.3 Active members shall be deputized as officers of the Science Police and, to the extent possible, shall cooperate with the Science Police Commander and his designated representatives.

5.4 Members shall participate in ongoing educational and training activities as required by the standing Committee on Membership. Such activities shall include language education, although the only language required prior to a Legionnaire assuming active status shall be Interlac.

5.5 Members shall receive no salaries and/or rewards or compensation of any form from any person or organization other than the Legion of Super-Heroes. Any sums received that cannot be waived shall be donated to the organization's treasury. The Leader shall periodically set living allowances at varying levels for active, honorary and reserve members, which shall be paid out of the Legion of Super-Heroes' funds.

5.6 Active members shall also be entitled to housing, security, food and clothing at the Legion of Super-Heroes' expense. The Leader may require this to be provided only at the headquarters. If funds are available, the Leader may extend such benefits to the immediate families, parents and/or siblings of the active members or deceased active members on a nondiscriminatory basis.

5.7 Members with substantial personal financial interests shall be required to declare them to the standing Committee on Constitutional Matters, which may require the member to divest such interests or place them in a blind trust for the duration of such members' membership.

5.8 Members shall have the right to participate either in person or via telecommunications in all Legion of Super-Heroes meetings at which any matters are voted upon or to call meetings at any reasonable interval.

5.9 Members shall be entitled to medical care at the expense of the Legion of Super-Heroes for all injuries received while Legionnaires.

## 6.0 LEADERSHIP

6.1 Each year the active members of the Legion of Super-Heroes shall select a Leader and a Deputy Leader from among the full-time active members in a manner conforming to the requirements of Sections 8.2, 8.3 and 8.4 hereunder.

6.2 The Leader and Deputy Leader shall serve for concurrent one-year terms and may be re-elected for consecutive terms.

6.3 In the event of the resignation, expulsion, leave, death or incapacity of:

(i) the Leader, the Deputy Leader shall become Leader and shall appoint a new Deputy Leader;

(ii) the Deputy Leader, the Leader shall appoint a new Deputy Leader; or

(iii) both the Leader and Deputy Leader, the senior active member shall serve as temporary Leader, with a new Leader and Deputy Leader to be selected at the first opportunity in a manner conforming to the requirements of Sections 8.2, 8.3 and 8.4 hereunder.

6.4 The Leader shall be the supreme commander of the Legion of Super-Heroes, answerable only to the United Planets Authorities and restricted only by the applicable provisions of this Constitution.

6.5 The Leader may authorize the Deputy Leader or any active member as an acting or temporary or team Leader with an appropriate portion of the Leader's authority hereunder.

6.6 Members shall, in all instances, be required to obey the orders of the Leader and/or the Leader's duly authorized representative, so long as such orders conform to this Constitution.

6.7 The Leader may be suspended temporarily by a unanimous vote of the standing Committee on Constitutional Matters, and such suspension shall last only until a court-martial may be held as provided in Section 4 hereunder.

6.8 The Leader is responsible for the funds of the Legion of Super-Heroes under Section 1.3 hereunder and shall have the full freedom to use those funds to fulfill the purposes and requirements of this Constitution.

## 7.0 COMMITTEES

7.1 The enumerated authorities set forth in this Section 7 shall be given to the standing Committees set forth herein. In this respect, the authority of any given Committee with respect to the matters set forth shall be superior to the authority of the Leader or any individual Legionnaire.

7.2 In addition to the standing Committees, ad hoc Committees may be composed and charged with specific responsibilities from time to time by the Leader or by vote of the active membership.

7.3 The standing Committee on Constitutional Matters shall have the final authority to rule on all matters of interpretation of this Constitution, to draft amendments and/or revisions of this Constitution at the voted direction of the active membership, and with respect to all elections and to the Leadership itself. This shall include authority to call and preside over a court-martial of the Leader, as provided in Section 6.7 above. In addition, this Committee shall arrange for the keeping of an appropriate history of the Legion of Super-Heroes and all archival files and shall designate the flag, handshake, oaths, and other indicia of the organization.

7.4 The standing Committee on Constitutional Matters shall also have the authority to disband the Legion of Super-Heroes.

7.5 All rulings of the Committee on Constitutional Matters shall be by majority vote, except the ruling to call a court-martial of the Leader or to dissolve the Legion of Super-Heroes, which must be unanimous. All rulings of this Committee shall be binding upon the Leader and the membership.

7.6 For the duration of their membership, whether as active, honorary, or reserve members, the standing Committee on Constitutional Matters shall consist of Cosmic Boy (chair), Lightning Lad, and Saturn Girl. In the event of the incapacity, resignation, or expulsion of one or more members, the Legionnaire or Legionnaires of greatest seniority shall replace them, with the most senior member of the Committee serving as chair.

7.7 The standing Committee on Membership shall have the responsibility for maintaining an active search for suitable candidates for membership, for making recommendations to the membership concerning candidates, and for supervising the ongoing education and training of Legionnaires.

7.8 All rulings and recommendations of the standing Committee on Membership shall be made by majority vote of the Committee, and with respect to the education or training of individual members, shall be binding upon such members.

7.9 Until such time as otherwise designated under Section 8.2 and 8.3 hereunder, the standing Committee on Membership shall be chaired by Wildfire and shall consist of not more than three additional members as may be elected from time to time by the active membership under Section 8.6 hereunder.

7.10 The standing Committee on Security shall also serve as the Espionage Squad, being composed of those active members whose super-powers are most suitable, and shall have the general responsibility for assisting the Leader in maintaining the security of the Legion of Super-Heroes.

7.11 For the duration of their active membership, the standing Committee on Security shall consist of Chameleon Boy (chair), Phantom Girl, Shrinking Violet, and Invisible Kid. In the event of the incapacity, resignation, or expulsion of one or more of the Committee, the active membership shall elect a successor or successors under the provisions of Section 8.6 hereunder, considering the suitability of their super-powers and characters.

## 8.0 VOTING

8.1 The active membership alone shall hold voting privileges.

8.2 The active membership shall be required to vote on significant questions including but not limited to:

(i) the method of selecting the Leader;

(ii) the designation of standing or ad hoc Committees and their Chairpersons;

(iii) revision of the Constitution;

(iv) admission of new members;

(v) expulsion of present members;

but not on matters explicitly under the Leader's discretion or matters explicitly under the discretion of a standing or ad hoc Committee under Section 7 hereof.

8.3 For all such votes, a quorum of three-fourths of the active members shall be required to participate either in person or via telecommunications. The quorum being determined to be sufficient, a vote of two-thirds of members participating is thereafter required to carry the question. In the event of a tie or vote insufficient to carry the question, the status quo ante shall prevail.

8.4 Unless the question shall be put to a vote of the active membership and carried otherwise for that year, the Leader shall be elected by a simple plurality of active members voting, with the Legionnaire receiving the second-largest number of votes being elected Deputy Leader.

8.5 Unless the question shall be put to a vote of the active membership and carried otherwise, all Committees shall make their determinations by a simple majority of Committee members voting, with ties broken by the chair, except as otherwise explicitly provided herein.

8.6 All other questions shall be decided by a simple majority of the active membership.

## Section V - Tenure in the Legion of Super-Heroes:

The following was originally posted by Myke 4 on the AOL Legion of Super-Heroes Message Board. I thought the idea was an interesting one and asked Myke if I could use it in this 'zine. Not only did he say "sure", he went ahead and reformatted and expanded on it! And here it is ...

## TENURE IN THE LEGION

by Myke 4

What follows is a detail of each Legionnaire's service record during the time before Zero Hour. All 30th Century dates herein are taken from the *LSH Sourcebook*, except for a very few which were extrapolated from the *Sourcebook* times. Most notably, I set the date of Zero Hour at 08.95. *LSHv4 #1-11* (11.94-12.94) are not included in anyone's memberships, as the Legion had not yet re-formed. The last official date given anywhere was 6.13.95 - - when the SW6 Legionnaires were deputized.

Keep in mind that 30th Century time was quite drawn out in the middle years; Wildfire and Lightning Lad (and all other leaders) served only one-year terms as leaders, even though it covered much more real time.

The pre-Zero Hour Legion existed for approximately 23 years of 30th Century time. DC published the Legion for 36 and 2/3 years. This means that every year of our time equals about 7-1/2 months of Legion time.

## 1.0 MEMBERSHIP DETAILS

Section 1 lists a detail of each member's service (in order of joining). It includes the 30th Century dates of their service, as well as the issues the events occurred in.

The information is formatted like so:

```
MEMBER:
 MO.YR-MO.YR (#months); Issues/Notes.....Total(months)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
COSMIC BOY:
 01.73-12.86 (168); Adv #247-resigned LSHv3 #12
 12.94-08.95 (13); LSHv4 #12-Zero Hour.....181
LIGHTNING LAD:
 01.73-01.75 (25); Adv #247-dies Adv #304
 06.75-06.82 (85); revived Adv #312-resigns SLSH #237
 10.82-12.86 (51); SLSH #245-retires LSHv3 #12.....161
SATURN GIRL:
 01.73-06.82 (114); Adv #247-resigns SLSH #237
 10.82-12.86 (51); SLSH #245-retires LSHv3 #12
 04.87-02.90 (35); LSHv3 #35-5 year gap.....200
PHANTOM GIRL:
 03.73-03.91 (217); Act #267-dies 5 year gap.....217
TRIPLICATE GIRL/ DUO DAMSEL:
 03.73-05.81 (99); Act #267-marries SLSH #200.....99
CHAMELEON BOY:
 07.73-11.83 (125); Act #267-sentenced LSHv2 Ann #1
 05.84-04.90 (72); released LSH #301-5 year gap
 12.94-08.95 (9); LSHv4 #12-Zero Hour.....206
COLOSSAL BOY:
 07.73-06.92 (228); Act #267-5 year gap.....228
INVISIBLE KID I:
 07.73-06.81 (96); Act #267-dies SLSH #203.....96
KID QUANTUM:
 08.73-07.74 (12); no issues.....12
BRAINIAC 5:
 09.73-02.88 (174); Act #276-resigns LSHv3 #51
 12.94-08.95 (9); LSHv4 #12-Zero Hour.....183
LAUREL GAND:
 09.73-12.89 (196); Act #276-5 year gap
 12.94-08.95 (9); LSHv4 #12-Zero Hour.....207
ULTRA BOY:
 04.74-04.91 (205); Sboy #98-5 year gap
 12.94-08.95 (9); LSHv4 #12-Zero Hour.....214
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STAR BOY:
06.74-06.77 (37); Adv #282-expelled Adv #342
04.78-10.86 (103); Adv #351-resigns LSHv3 #28.....140
SHRINKING VIOLET:
08.74-10.83 (111); Act #276-kidnapped @LSH #285
09.85-06.91 (70); LSH #312-5 year gap
12.94-08.95 (9); LSHv4 #12-Zero Hour.....190
SUN BOY:
08.74-09.91 (206); Act #276-Black Dawn.....206
BOUNCING BOY:
09.74-12.75 (16); Adv #301-loses powers Adv #321
04.78-05.81 (38); Adv #351-marries Sboy #200.....54
MATTER-EATER LAD:
01.75-09.81 (81); Adv #303-resigns Sboy #212
01.95-08.95 (8); LSHv4 #15-Zero Hour.....89
Valor 02.75-01.88 (156); Adv #305-injured LSHv3 #50.....156
ELEMENT LAD:
03.75-08.91 (198); Adv #307-Black Dawn
12.94-08.95 (9); LSHv4 #12-Zero Hour.....207
LIGHTNING LASS/ LIGHT LASS:
03.75-01.84 (107); Adv #308-resigns LSH #294
11.85-08.91 (70); LSHv3 #7-Black Dawn
12.94-08.95 (9); LSHv4 #12-Zero Hour.....186
DREAM GIRL:
10.75-10.75 (1); Adv #317 joins & resigns
04.78-08.91 (161); Adv #351-Black Dawn.....162
KARATE KID:
12.77-12.83 (73); Adv #346-resigns LSH #288.....73
PRINCESS PROJECTRA/ SENSOR GIRL:
12.77-12.83 (73); Adv #346-resigns LSH #288
02.86-03.91 (62); as Sensor Girl LSHv3 #14-5 year gap...135
FERRO LAD:
12.77-04.78 (5); Adv #346-dies Adv #353.....5
CHEMICAL KING:
02.79-01.82 (36); Adv #372-dies Sboy #228.....36
TIMBER WOLF:
02.79-08.91 (151); Adv #372-Black Dawn
12.94-08.95 (9); LSHv4 #12-Zero Hour.....160
SHADOW LASS:
10.78-02.88 (113); Adv #366-resigns LSHv3 #51.....113
WILDFIRE:
06.81-08.91 (123); Sboy #203-Black Dawn
07.95-08.95 (1); LSHv4 #50-Zero Hour.....124
TYROC:
10.81-08.83 (23); Sboy #218-LSH #265.....23
DAWNSTAR:
01.82-08.91 (116); Sboy #226-Black Dawn
12.94-05.98 (6); as Bounty LSHv4 #12-Zero Hour.....122

BLOK:
10.83-08.91 (95); LSH #272-Black Dawn.....95
INVISIBLE KID II:
12.83-06.92 (103); LSHv2 Ann #1-5 year gap
07.95-08.95 (1); LSHv4 #43-Zero Hour.....104
WHITE WITCH:
02.84-01.88 (48); LSH #294-LSHv3 #50
12.94-08.95 (9); LSHv4 #12-Zero Hour.....57
POLAR BOY:
02.86-08.92 (79); LSHv3 #14-5 year gap.....79
QUISLET:
02.86-12.88 (35); LSHv3 #14-LSHv3 #58.....35
TELLUS:
02.86-08.91 (67); LSHv3 #14-Black Dawn.....67
MAGNETIC KID:
02.86-06.89 (41); LSHv3 #14-dies LSHv3 #62.....41
IMPULSE/ KENT SHAKESPEARE:
04.90-08.91 (17); 5 year gap
12.94-08.95 (9); LSHv4 #12-Zero Hour.....28
INFECTIOUS LASS:
11.91-03.92 (5); 5 year gap
07.95-08.95 (1); LSHv4 #43-Zero Hour.....6
KONO:
12.94-08.95 (9); LSHv4 #12-Zero Hour.....9
CELESTE "ROCKFISH" McCAULEY:
12.94-08.95 (9); LSHv4 #12-Zero Hour.....9
DEVLIN O'RYAN:
07.95-08.95 (1); LSHv4 #43-Zero Hour.....1
SPIDER GIRL:
07.95-08.95 (1); LSHv4 #43-Zero Hour.....1
BLOOD CLAW:
07.95-08.95 (1); LSHv4 #44-Zero Hour.....1
FIREFIST:
07.95-08.95 (1); LSHv4 #44-Zero Hour.....1
VEILMIST:
07.95-08.95 (1); LSHv4 #44-Zero Hour.....1
FLEDERWEB:
07.95-08.95 (1); LSHv4 #44-Zero Hour.....1

Members during the 5-Year Gap only
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NIGHTWIND:
 03.90-06.92 (28); 5 year gap.....28
ATMOS:
 02.91-04.91 (3); 5 year gap.....3
KARATE KID II:
 02.91-08.91 (7); 5 year gap.....7
CRYSTAL KID:
 06.91-08.91 (3); 5 year gap.....3
ECHO:
 06.91-08.91 (3); 5 year gap.....3
REFLECTO:
 06.91-06.91 (1); 5 year gap.....1
FIRE LAD:
 10.91-06.92 (9); 5 year gap.....9
VISI-LAD:
 11.91-06.92 (8); 5 year gap.....8
CHLOROPHYLL KID:
 11.91-03.92 (5); 5 year gap.....5
PORCUPINE PETE:
 11.91-03.92 (5); 5 year gap.....5
COLOR KID:
 12.91-03.92 (4); 5 year gap.....4
STONE BOY:
 12.91-06.92 (7); 5 year gap.....7
STORM BOY:
 03.92-06.92 (4); 5 year gap.....4
CALAMITY KING:
 06.92-06.92 (1); 5 year gap.....1
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## 2.0 SERVICE, LISTED BY TOTALS

This list shows, in descending order, who served the most, least and everything in between. Time has been converted to years months.

```
Colossal Boy......19 years,  0 months
Phantom Girl......18 years,  1 months
Ultra Boy.........17 years, 10 months
Laurel Gand.......17 years,  3 months
Element Lad.......17 years,  3 month
Chameleon Boy.....17 years,  2 months
Sun Boy...........17 years,  2 months
Saturn Girl.......16 years,  8 months
Shrinking Violet..15 years, 10 months
Lightning Lass....15 years,  6 months
Brainiac 5........15 years,  3 months
Cosmic Boy........15 years,  1 month
Dream Girl........13 years,  6 months
Lightning Lad.....13 years,  5 months
Timber Wolf.......13 years,  4 months
Valor.............13 years,  0 months
Star Boy..........11 years,  8 months
Projectra.........11 years,  3 months
Wildfire..........10 years,  4 months
Dawnstar..........10 years,  2 month
Shadow Lass........9 years,  5 months
Invisible Kid II...8 years,  8 months
Duo Damsel.........8 years,  3 months
Invisible Kid I....8 years,  0 months
Blok...............7 years, 11 months
Matter-Eater Lad...7 years,  5 months
Polar Boy..........6 years,  7 months
Karate Kid.........6 years,  1 month
Tellus.............5 years,  7 months
White Witch........4 years,  9 months
Bouncing Boy.......4 years,  6 months
Magnetic Kid II....3 years,  5 months
Chemical King......3 years,  0 months
Quislet............2 years, 11 months
Impulse............2 years,  4 months
Tyroc..............1 year,  11 months
Kid Quantum........1 year,   0 months
Kono...............0 years,  9 months
Celeste Rockfish...0 years,  9 months
Infectious Lass....0 years,  6 months
Ferro Lad..........0 years,  5 months
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Spider Girl........0 years,  1 month
Devlin O'Ryan......0 years,  1 month
Blood Claw.........0 years,  1 month
Firefist...........0 years,  1 month
Flederweb..........0 years,  1 month
Veilmist...........0 years,  1 month

5-Year-Gap-only members:
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Nightwind..........2 years,  4 months
Fire Lad...........0 years,  9 months
Visi-Lad...........0 years,  8 months
Karate Kid II......0 years,  7 months
Stone Boy..........0 years,  7 months
Chlorophyll Kid....0 years,  5 months
Porcupine Pete.....0 years,  5 months
Color Kid..........0 years,  4 months
Storm Boy..........0 years,  4 months
Echo...............0 years,  3 months
Crystal Kid........0 years,  3 months
Atmos..............0 years,  3 months
Reflecto...........0 years,  1 month
Calamity King......0 years,  1 month
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## 3.0 OBSERVATIONS

Note that the time from when the Legion re-formed up until Zero Hour was only 9 months, so Legionnaires who served in that time didn't actually accrue that much tenure from it. Another factor adding significant time to members' tenure was their service during the 5-year gap. Members like Polar Boy, Element Lad, Dawnstar, and Lightning Lass gained significant extra tenure in that time. More specifically, here are some interesting results:

* Not surprising, **Colossal Boy** tops the list. His unbroken tenure from his date of joining to the Legion's disbanding gives him the longest tenure of all.
* **Saturn Girl** beats out the other two founders, due to her rejoining towards the end of *LSHv3*.
* **Phantom Girl** out-serves **Ultra Boy**. Despite her death, she joined over a year before he joined.
* **Laurel Gand - -** #4 on the list. Funny how readily we accept her as part of continuity, often forgetting that she was a *LSHv4* retcon (a courtesy rarely extended to Kid Quantum). Nevertheless, her unbroken service record gives her over 17 years.
* **Invisible Kid I** served a full 8 years before his death.
* **Bouncing Boy**, way down the list at 4 years, 6 months. His various temporary returns (as well as Duo Damsel's) were not included in his time. Plus, he was absent for over 2 years when he first lost his powers.
* **Impulse** and **Nightwind** are the only members who joined during the 5-year gap to serve for any significant length of time. Nightwind because she was the first 5-year gap member, and Impulse because he served after the Legion re-formed.

## Section VI - Superboy and the Legion of Super-Heroes:

The following is a review of the events which led up to the first-ever meeting between the new Superboy and the reboot Legion of Super-Heroes. This review was written by AOL member GerrisStar, a newcomer to the Legion.

### The Legion of Super-Heroes: A Word from Someone New ....

by GerrisStar

As a relative newcomer to the Legion, I have to say I'm impressed by the level of complexity that goes into the stories. Even with a forty year past to draw from, not many books can say they have the same level of depth in their stories.

With that said, I REALLY enjoy these books. In a very short time, they have made me care about what happens to the characters, and the events that take place. They have made me sad, happy, even angry over the goings on in the 30th century. It takes a good story to do this for me, and not many have done so constantly, issue after issue. It is certain to say that the Legion is a great story that keeps me waiting (no drooling, at least not yet!) for the next issue, and VERY glad we get two a month (could use two more though, eh?).

Just starting out in the Legion, I didn't know a whole lot and, to be truthful, I only took a look because of the Superboy and Legion cross-over (which we'll talk about a bit later!). When I heard about the cross-over, I asked my comics dealer (waves to *Captain John and the Zoo Crew!* heh **;)** sorry, couldn't resist!) about the Legion. Immediately, he went and pulled out the zero issues of both *LEGION OF SUPER-HEROES* and *LEGIONNAIRES* and said, "Here, read it. You'll love 'em.". And I did! I was pleasantly surprised at the portrayal of the characters, and the speed and the smoothness of the plot. I did realize that this was what is widely known as a reboot for the Legion, and went into it with a mind as I do with any book that's just starting out. Any pre-formed opinions I had were from what I heard other people and my dad talk about.

My dad read the Legion waaaaaaay back in its early days, before the joint title with Superboy started. When I first started in comics, with the four Super-titles no less, I knew very little about comics in general, so I went into comics with a sense of wonder. It really amazed me that, when I read the first two issues of the Legion, I experienced that same sense of wonder ... over three years after I initially started reading! My dad and my starting points were VERY different books, but we both feel the essential spirit is the same. When I started the Legion, my dad told me about the Legion of his time, about Proty being Imra for a while. What's fun about it is I have to convert modern names to classic names when I talk to him about the Legion. When I just say, oh, "Apparition" (sob **:(** ), he looks at me and says "Who?", so I have to translate to "Phantom Girl". It's really fun to talk to my dad about our respective Legion eras, because I see a lot of similarities, not just differences, mostly in characterization and numbers of members.

I think by now it's obvious that I LOVE the Legion. And those of you who don't read it (you know who you are!) are missing a lot! I think the past few issues have proven that point quite nicely. Specifically, *LEGIONNAIRES ANNUAL #2* and *LEGION OF SUPER-HEROES [fourth series] #72*. These are the perfect examples of this. They have intrigue, emotional roller-coasters, even tragedy. If these issues are the norm, I think I'll be enjoying the Legion for years to come, and I feel that with Superboy AND Valor added to the mix again, it'll REALLY get interesting!

I think by now we've all heard about the Superboy/Legion cross-over (and if you haven't, where've you BEEN?!?!?), so let's take a look at the Legion and Superboy books that led up to this momentous event, shall we? So, let's set the Way-Back Machine, Sherman, we're off to the 20th century!

We start off in *SUPERBOY [third series] #18*, where Superboy is tricked into a fight with a meta called Champion, who looks suspiciously familiar. He even seems to have all of Superman's abilities, so the Kid thinks he's another survivor from Krypton. Soon, it's obvious that Champion in not well. He keeps muttering things about Vril Dox lying, something called "Babbage", and he even calls Superboy "Superman"! As the fight rages on, Superboy's old "friend" Knockout (I thought she was dead?!) drops in.

On to *SUPERBOY [third series] #19*, where Champion is revealed to be none other than Valor! Valor has a rather nasty case of lead poisoning. Vril Dox's "cure" failed on Valor, and now the results could prove fatal for Valor. In his lucid moments, which herald the final stages of Daxamite lead poisoning, Valor tells Superboy who he is, where he is from, and why he's sick. When Valor attempts to get back to Dox in his ship (called Babbage), it is shot and damaged. Knockout rips him out of the ship, and tells Superboy to get Valor out of there, while she takes on the baddies (for the hell of it). She does, but after the ensuing (and inevitable) explosion, only her trail of destruction is found. Meanwhile, Superboy takes Valor to S.T.A.R. Labs to see if he can make use of the stasis portal that was taken from a villain. He does but is warned that it is dangerously unstable. He fires it up and puts Valor into the "Stasis Zone" until a cure can be found. Valor enters and the machine fries, and Valor fades out. Afterwards, Superboy feels guilt, because he doesn't know if he helped Valor, or consigned him to hell.

These two *SUPERBOY* issues make an excellent lead in to the cross-over, since they tell how Valor got into the Stasis Zone. They are very good as *SUPERBOY* books go, and I highly recommend them, or any other *SUPERBOY* ish! I think what was interesting about Valor in these books was that he seemed to "remember" elements of his past incarnations, which I learned from this wonderful newsletter (shameful plug **;)** )! I think it is one of the most interesting points of the story to see how this bears out, and what his new origin, if any, will be. We did get a few hints already. He still got the formula from Dox, but it failed. What it didn't say was whether or not Valor seeded the worlds of the United Planets. From 30th century hints, I would say he still did. These two issues had me on the edge of my seat waiting for the cross-over!

Now, forward to the 30th century. The *LEGIONNAIRES ANNUAL #2* is a starting point for the new Valor storyline. Not a major starting point, but it says, "HEY! VALOR'S BACK!!!". Well, maybe not SO loudly! **:)** OK, on to the story.

The White Triangle has finally decided to strike. Roxxas has sent his Daxamite direct action cadre to Earth to destroy the very heart of the U.P.. What adds to the problem is they are tanked up AND driven insane by the anti-lead serum given to them by Andromeda. They destroy without remorse, even destroying hospitals, most notably the one Imra is housed at, while Cos is visiting. Imra is very frightened and is asking constantly for Garth. Leaving Imra in the care of the ruined hospital, Cos summons the Legionnaires and the Work Force. Back at Legion headquarters, Cos gets a visit from Garth, whom he quickly gives a flight ring to and re-instates. Garth's first mission is to see Imra and try to snap her out of her closed mind, which he promptly does. With Brainy and R. J. Brande working fervently on a plan to stop the insane Daxamites, it falls to the rest of the Legionnaires and the Work Force to delay the Daxamites long enough.

With the Daxamite ability to hear from a long way off, it is hard to plan anything, so many of the teams fall. Karate Kid, who was to hold off a mob at the Metropolis spaceport, loses control of the situation. Triad fails to stop the Daxamites from destroying a power station. All that besides, all the weather control and comm satellites are destroyed. Then tragedy strikes Jo and Tinya (SOB!! **:(** ). While trying to bring down a pair of Daxamites, they are caught from behind by an inferno of Daxamite laser vision. Jo is invulnerable, Tinya is not. **:(** When the Daxamites finally reach the last line of defense, Legion headquarters, only Cos, Garth and Imra stand to face them. It seems that the first three would also be the last three. But just as the Daxamites are about to attack, a shuttle flies in bearing Brainy, Brande and the Legion's last hope, Jan Arrah, last survivor of Trom!

Using a special device that Brainy made, with Brande's guidance, Jan transforms the inert existing metal into tarnium, the substance that powers stargates! One is opened right in front of the Daxamites, transporting them to an unnamed red sun planet. While the stargate is open, Imra sees a figure whom she takes for Valor. Afterwards, when she mentions it, they chalk it up to imagination. Meanwhile, Andromeda, being locked in her quarters for helping the Triangle, is spying on Roxxas. Finding out she was being used, Andromeda, followed by Vi, goes off to pay back Roxxas; in doing so, she renounces her connection to the Triangle and, during the ensuing battle, is caught in a plasma explosion with Roxxas. Vi escapes, believing both dead.

After the battle, Cos is taking head count, when Jo comes in with a bundle in his arms and tears streaking down his face, saying, "I didn't do anything to deserve her yet!". Cos is sad, but grateful that no one else was killed ... until he sees Vi. With two members gone, the team's morale plummets, and Cos feels the pressure. In a meeting with Madame President, Cos is told that Andromeda is the sole prisoner at Planet Hell, further weighing the Legion leader down.

This issue had to be the heaviest they've had. With Tinya and Laurel out of the picture (temporarily), the team is feeling like they aren't doing any good, that what they do is futile. Luckily, things begin looking up real soon! When Jo came in with Tinya's body, it killed me! I almost cried when Jo said "I didn't do anything to deserve her yet!". This was a very intense issue. For the record, I don't think Tinya's dead. Maybe it's my fondness for the character, but from reading the AOL message boards, I'm not the only one who feels this way! As for Laurel, there is no doubt she'll be back. Most likely we'll see a return of Sensor Girl, or maybe Supergirl, but I think Sensor Girl is more likely. All in all a very good issue, which just proves that the Legion is one of the best books out there!

In *LEGION OF SUPER-HEROES [fourth series] #72*, we have Tinya and Laurel's funeral. All the Legion and U.P. delegates show up. Even the Work Force come; first and foremost Jo, who says "I wanna help people like Tinya did.". Cos offers him a place in the Legion, along with Jan Arrah.

Ambassador Wazzo is hysterical, calling the Legion a deathtrap for kids and threatens to start an investigation to shut the Legion down. While taking a picture for the Braal and Titan ambassadors, Imra telepathically tells Cos that the team's morale is slipping. So Cos, showing first signs of strain, rudely breaks away from the President and ambassadors and calls a meeting of all Legionnaires.

The meeting is supposed to be a pep talk for the team, saying that they are doing good and are not a deathtrap. Cos even says he's invited Jo and Jan to join. Unfortunately, just then, Madame President walks in and states that Cos made a fool of her and says, in no uncertain terms, that no new members will be accepted.

Later, at a certain Morgna Industries plant, a Dr. Regulus is fired and plans to take revenge. He steals a suit of armor, kills two scientists, and heads off to get his revenge.

This issue wasn't as intense as the *LEGIONNAIRES ANNUAL*, but it was a turning point. Cos has certainly snapped at this point. Caving in to the U.P. left and right, he is quickly losing the team's trust. I had to chuckle though, at Lyle's response "You'll have to beg." to Cos's rather rude rejection of Lyle's opinion. It was touching that Jo wanted to honor Tinya for doing what she did, he even shaved for the funeral! I've heard this was unheard of for Jo. **:)**

Overall, this issue was certainly on par with the previous issues. Though I DID have to ask who Dr. Regulus was, I knew that this was an old character, with the almost review-like origin they gave him. It told me where he came from, and why, and with just enough hint to say that his character is one returning. Which takes us to ....

*LEGIONNAIRES #29*, appropriately titled "Sun Burned". As the issue opens, we have the Science Police surrounding Morgna Labs, where Dr. Regulus has taken over the lab and taken Morgna's son, Dirk, hostage. He has placed Dirk into a chamber that generates intense heat. Regulus wants half a billion credits in gold bullion in exchange for Dirk's life. Morgna calls in a few favors and gets Madame President to call in the Legion.

Soon, Cos gets the call from Madame President, and she tells him about the situation at Morgna Labs; he puts the call out to all Legionnaires. While the President is talking to Cos, we see, in the background behind the President, a file open and a data pad float out of the room. Cos doesn't seem to notice. Ayla is talking to her brother Garth, who is off to find their brother Mekt. Garth asks Ayla to come with him but, before she can answer, Cos's call comes in and she leaves to get ready for the mission (but not before she tells Garth to come back in one piece).

Cos now goes looking for Brainy. He doesn't find him in his lab, so he goes down to the time lab, where Brainy has sealed the door. Cos uses his magnetics to blow open the door, but Brainy isn't there. After Cos leaves, Brainy pops back holding a mug with a stylized "*W*" on it. He takes a drink and spits it out right away, looking revolted.

Back at Morgna Labs, Regulus goes into the chamber and injects Dirk with some radioactive gold; he says that if Dirk survives this faze, he'll gain the powers of a sun. The Legion team of Saturn Girl, Leviathan, XS, and Spark arrive, and momentarily stop Regulus. Quickly, Saturn Girl takes charge, and mentally transmits a plan. XS goes to find a container of liquid nitrogen, and Leviathan gets some conducting wire. Before they can implement the plan, Regulus accelerates the experiment. XS returns and Imra tells her to douse the flames. Then Leviathan gets back and the plan goes to work. Gim ropes Regulus with the wires then XS speeds around Regulus, spraying him with the liquid nitrogen. Then Spark electrifies the wire, shattering the suit ... except for the gloves, which Regulus uses to fry the conduit that carries the pressurized coolant that flows into the collector. Without the coolant, the reaction goes out of control; the team barely escapes from the resulting explosion. Again within the explosion, Imra sees Valor, only this time he speaks, "Help me!". Imra doesn't know how, but Valor is still alive after a millennium, and in trouble. When a distraught Morgna comes into the room, he is devastated to realize his son is dead. But then a voice calls out "Father?" and they realize Dirk has survived.

This issue continued the fast pacing that has dominated the books these past couple of months. Cos continues being a jerk, and almost seems to be the President's lap dog. It seemed a bit petty to me that he kicked out Jo from the rec room. I mean, Jo just lost Apparition, he needs to be with those who were close to her. I must admit that I had to read that page several times before I saw the floating data pad behind the President. It seems that Lyle was doing a little covert mission on his own. Makes you wonder exactly WHO he knows in the U.P. eh?

Well, it seems Brainy's been doing a little work in the time lab! I had to laugh when Brainy popped back in with the Warrior mug. It might have been lost in the other cameos in the book, but Brainy made an appearance in *GUY GARDNER: WARRIOR #29*. He popped in, someone handed him a mug, he popped back to his lab. Maybe four panels long, but it was the first appearance of the Legion in the 20th century!

Heck, *LEGIONNAIRES #29* even had a Valor cameo, in an explosion this time, only this time he spoke! OK, so maybe it was only "Help meeeee!" but, hey, works for me. I do think Imra is now sure of what she saw. Speaking of Imra, I thought it was very cool the way she took charge of the team. Could this mean she'll see a stint as Legion leader? All in all an excellent issue! I especially loved Lyle's "appearance" (heh). Looks like a lot of plot lines are heading to be resolved, so things will only get better from here!!

Now, in *LEGION OF SUPER-HEROES [fourth series] #73*, we see the return of Mekt Ranzz, a.k.a. Lightning Lord! When Garth uses his lightning powers, he is mistaken for Mekt and arrested.

At Legion headquarters, Cos and Imra find Triad playing a game in triplicate (pun intended). Cos yanks the ball, apparently metal, with his magnetics and asks why she, Cham, and Lyle never answered the Morgna case summons. Before Triad can answer, the power goes out. Another one of Brainy's experiments. Then the resultant power surge occurs and Valor appears again, full body shot. Triad takes it as a holy vision, but Imra is more practical, knowing now that he appears during power surges. They leave to find Brainy and, as Cos says, "Make Brainy screw up again.".

Elsewhere, Mekt breaks Garth out of prison, killing an officer in the process. They escape in Mekt's ship and Mekt heads for Korbal.

Back (again) at Legion headquarters, Spark receives a call from Officer Erin telling her that Garth was put under arrest but that he has escaped, his guard dead. Spark storms out. Cos, with Imra, asks her where Brainy is. She doesn't answer and, when Cos asks her where SHE's going, she says, "Out.". When Cos remarks how difficult everyone is, Imra thinks, "And, it's your own fault, Cosmic Boy.".

Well, definitely a jam-packed ish this week! Cos was acting even more out of whack, with that remark about Brainy? What's up with that? I don't think Brainy truly "messes up". Even his botched experiments yield useful stuff. Case in point, the flight rings! I'll take three guesses why he's experimenting with time-travel (and they're all Andromeda)! Apparently Brainy took Laurel's "death" harder than most thought. This issue went even further tying up those plot lines that have developed. And I thought the ride couldn't get any better! Shame on me! **:)** Heh, who ever heard of a "doubting Gerris"? **:)** The books continue to prove that the Legion is the best and is here to stay!

On to *LEGIONNAIRES #30*. At Legion HQ, Cos, along with Imra and Luornu, find Brainy in his time lab. They tell him about Valor and he tries to find a way to initiate a power surge. Cos, irritated, blows up a power generator, creating the surge and allowing them to speak with Valor. Valor tells about how he got stuck in the Stasis Zone by Superboy. Luornu looks as if she's in divine rapture by now. Before the power for the generator runs out, Cos tells Valor that they have a cure, and that they will get him out. Brainy informs them that the portal does not exist anymore, then the power runs out. Cos thinks he's gone, but Brainy says "Not GONE, just ... out of reach.".

On Korbal, Spark arrives and helps Garth defeat Mekt, but not before Garth has his arm blasted off! The S.P.s land and get Garth medical attention. Laying in a bed, Garth and Ayla come to terms with each other, and promise to make a stop on Winath, together, to see their family.

Back at Legion HQ, XS, Cham, and Gim have joined the team in Brainy's time lab. Brainy mentions that "This Superboy knows about the Stasis Zone. So let's ask him.". Gim replies, "Now we know what he's been doing down here, hallucinating.". Brainy says, "Now, now, I may have been inaccessible ... uncooperative maybe ... but I assure you, I'm NEVER idle.". He then shows them the time platform. Gim looks excited about seeing the 20th century, but Cos says, "No Gim, I need you to stay here to watch things, someone I can trust.". With that, Cham, XS, Luornu, Imra, Cos, and Brainy step onto the platform and go hurtling through the timestream.

The most spectacular part of this issue was the cover. First thing I saw in the store was this book. It was HARD to resist not glancing through it. That skip week in there plays with your mind!! **:)**

Well, the team has finally spoken to Valor and found out what happened and, indeed, found a way to save him. All they had to do is talk to this guy named Superboy back in the 20th century. Luckily, Brainy built a time platform so they could go and talk to this Superboy. And for the record, I STILL say Brainy built the platform to save Laurel! Cos actually seemed reasonable this issue, save when he blew up the generator to get a nice power surge to talk to Valor.

I'm interested to know why he needs "someone he can trust" to watch HQ. Shouldn't he be able to trust ANYONE on the team? And poor Gim was so excited about seeing the 20th century (though I can't say WHY he would be! I live in the 20th century and I can't see anything THAT great here! **:)** )

Also, why'd they take Reep along? I mean, I know he is one of the best because he can shapeshift, but he can't speak Interlac! Well, then again I doubt ANY person in the 20th century speaks Interlac. Ah well, problem solved! **:)**

Hee, hee, loved the different reactions by the team while flying through the time stream! XS curled up, hiding her face! Luornu, in a state of rapture! You know, I think Lar's gonna have a time explaining to Luornu that he isn't a god, or whatever Carggites consider him to be. And Brainy's got his legs crossed and he's working on a data pad, as if he's still in his lab, sitting in a chair! It's a hoot!

But alas poor Garth (and I promise, no recycled "Arm-Fall-Off Boy" jokes! Yes! I HAVE heard of THAT character! **:)** ). Though I would have preferred that he keep his arm, this way was eminently preferable to it being bitten off by some giant whale from outer space. Now THAT is kinda corny, eh? I like this way lots better! Super Moby Dick of Space?!?!? REALLY! **:)**

Overall, one of the better issues, and the last page left me drooling for *SUPERBOY [third series] #21*, which, as a matter of fact, is our next stop! So, let's hit the Way-Back Machine and head for the 20th century!!!

In the aforementioned *SUPERBOY [third series] #21*, the three part "Future Tense" storyline begins! As the issue opens, we see a frantic Superboy racing to get to class in time for a history exam, confident that, though he didn't study, his implanted knowledge will pull him through. It is obvious that, by the time the test was over, he was struggling to get the answers.

Meanwhile back at the compound, the Legionnaires appear in a flash of light. Time-travel seems to disagree with the kids though, as they emerge from the time stream freezing cold! At this point, Imra realizes XS is not among them. Scanning for her, Imra realizes that XS is not within her range, and there's no trace of her. Cos is ready to abort the mission, but Brainy reminds him that they are speaking of time-travel and, in all likelihood, XS has already been saved. This convinces Cos, who then has Imra scan for Superboy and finds a cave that leads to him.

Up above, Superboy walks in while Roxy studies to be a cop, and he tells her that school's moved way past his implanted knowledge. Below, Brainy asks Cham to shift to a Buzekian stone-borer to get above the stone that blocks the tunnel which takes them right into the compound! Superboy, of course, takes this as an attack and responds in kind. (Note: From this point until page 16, the Legion's dialog is in Interlac; see below for a translation.)

Cos attempts to restrain Superboy by trapping him in debris from the re-wrecked compound, while Brainy attempts to put a telepathic earplug in Superboy's ear. Superboy reacts badly, blowing the metal restraints, and knocking Brainy away. Imra tries to establish mental contact but finds it hard due to his 20th century mental makeup. On the ground, Dubbilex meets Cham face-to-face, startling both. Krypto, thinking he has to protect Dubbilex, growls at Cham, who proceeds to morph into a duplicate of Krypto. Dubbilex doesn't know quite what to make of it. Superboy, realizing what Imra tried to do, fakes out Krypto with a stick, freeing Cham. Then Superboy asks Dubbilex to set up a telepathic translator between everyone. As soon as it is established, Brainy proceeds to tell Superboy it would've been easier with the earplug. Triad has an argument with her other selves about watching Superboy flex and about their purpose there, namely, to save Valor. Superboy seems startled to hear Valor's name.

Soon, Superboy has taken the Legion to S.T.A.R. Labs to find out what they can do to save Valor. Brainy is given a bit of the stasis projector and is quite interested in the fact that it is far beyond the capabilities of the 20th century. He then asks Superboy how he put Valor into the Zone. Superboy explains and Imra realizes that the blueprint for the projector is still in Superboy's brain, due to the fact that he used his telekinesis to hold the projector together. Imra transfers the blueprints from Superboy to Brainy, who tries to repair the fragment with a welder that isn't plugged in. When Superboy points this out, Brainy freaks, grabs Superboy, and activates the return on the time platform, warping them out. Brainy has warped them right onto the cover of ....

*LEGION OF SUPER-HEROES [fourth series] #74*, "Future Tense" part two! As this ish opens, we see a startled Superboy hurtling through the timestream with the Legion. Cham almost slips away, but Superboy catches him just as they reach the 30th century. Gim is surprised to see them back so soon. He asks where XS is, dashing Cos's hopes that she remained in the 30th century.

After Imra re-establishes the telepathic link, Brainy proceeds to insult Superboy, resulting in Superboy trapping Brainy in some metal from the nearest console. Cos plays peacemaker and unwraps Brainy and apologizes for bringing him there without asking. Then Cos decides to separate Brainy and Superboy, telling Cham and Triad to show Superboy around. Brainy asks Imra to pull the specs out of Superboy's mind. Then, Triad has conflicting feelings and splits, Triad-Orange and Triad-Neutral feel they should stay for Valor's return, while Triad-Purple is MORE than happy to show Superboy around. Triad-Purple leaves after Triad-Neutral slaps her. Cos sees that this might be indicative of the general feelings when Valor returns and declares this mission top secret.

While Triad-Purple and Cham are showing Superboy the monitor room, he scares Vi, making her shrink. He then blabs the secret of Valor's pending return in front of an alien on one of the monitor screens. Cham and Triad-Purple give him a dirty look.

Meanwhile, the fragment of the stasis projector explodes in Brainy's face. He says that he can't duplicate the primitive components. Then he remembers that the planet Korr has a fairly complete technological archive. Elsewhere, the alien that overheard Superboy say "Valor" sells the story to a news-grid for 10,000 credits. The team takes off for Korr and, in the background on a news board, it says "Report Valor Alive ... Legion to Rescue Him ...".

The ship is rocked by an impact on the hull and Superboy goes to investigate. He finds Jo Nah on the ship and tries to throw him off; he ends up getting thrown himself. Just as Superboy is going to retaliate, Invisible Kid shows up and tells Superboy who Jo is. Then Jo explains that he's here to help "with the Valor thing.". Lyle is surprised to hear that the "Valor thing" is all over the news. Jo asks who Superboy is and he says, looking depressed, "Just some jerk.".

Back at HQ, Cos gets a call from Madame President, basically saying he should've waited, but that "word's spread from here to Winath.". On Winath, the Ranzzes are watching the news grid with the report on Valor's pending return. Garth is uncharacteristically bitter, and Ayla seems to have torn feelings about being on Winath with Garth or in Metropolis with the Legion.

The team arrives at Korr and finds that someone has stolen the stasis projector fragment. They are told where it is and head there. Vi picks the locks and security system, and tells them to be careful. They go in and stop in amazement. The place is a veritable museum of super-hero artifacts. Superboy sees Steel's staff and, next to it, his own jacket .... and wallet! When Superboy points out that they're his, a voice says, "Liar! Everything here belongs to me!". The voice belongs to Scavenger, a foe of Superboy's. He explains who the Scavenger is and that they'll never get him to agree to part with the component. They start to look but the Scavenger attacks with some of the weapons he has, such as Blue Devil's trident, Captain Cold's cold gun, and a Philosopher's Stone. With the Stone he turns Superboy to inertron, encases Cham in crystal, gasses Vi with ammonia, turns Triad-Purple and Triad-Neutral to birch and gold, traps Triad-Orange and Gim in tar, and then stands and gloats ...

Right over into *LEGIONNAIRES #31*, "Future Tense" part three! At Legion HQ, Cos shows Brande and Madame President the Stasis Zone through an energy discharge. Madame President says she's glad it's not her call, and says she doesn't know what to do in this situation. But Brande says, "By damn. It's SIMPLE! We HAVE to FREE that poor lad!". Cos responds, "Well we had to send a team to Korr to fetch parts, but I wouldn't worry, they shouldn't have any problems.".

But on Korr, they DO have problems. Scavenger is gloating over the variously encased Superboy and Legionnaires. While he gloats, Cham shifts into a shape big enough to shatter his crystal encasement. He breaks free and knocks the Philosopher's Stone out of Scavenger's hands and right into Triad's. Triad quickly learns how to manipulate the Stone and frees the team. The Scavenger tries to escape using the Atom's size-reducing belt to shrink, however Vi is waiting for him and knocks him cold. They tie him up and resume looking for the component. Jo finds it in short order and they head back to HQ.

When they learn that a mob of Valor worshipers are waiting, they all turn and give Superboy a dirty look. When they land, Jo gives Superboy the component and leaves, saying he's not welcome there. Superboy sympathizes. Triad-Purple walks up to Superboy and tells him how she can make <u>him</u> feel welcome. Triad-Orange and Triad-Neutral drag her away. Imra goes to Superboy and says "Well, if THAT didn't put a big, broad grin on your face, I guess you ARE in a mood.". He replies, "I'm ... I'm just a walking screw-up, you know?". She replies "Well .... I have a sense about you. You may indeed be capable of 'screwing up' but, when you do, you just fix it.". This makes him feel better.

Superboy then goes to apologize to Brainy, who activates a force-field in response. Cos flips, "I don't believe it! XS is missing in time and you're building toys?". Brainy replies, "What am I supposed to do? Let this gibbering primitive assault me again?". And so, the force-shield belt is born. To make peace, Superboy asks Brainy to help "make this Valor mess secret again". Brainy can only think of seventeen things, off-hand. Cos and Superboy share a wink.

Brainy and Superboy set up the stasis projector in the HQ plaza. Superboy gets ready to hold it together, Brainy activates it, and .... it falls apart. The crowd reacts unfavorably. They start throwing things and Madame President calls the team incompetent. Later over Qurac, Brainy and Superboy are waiting for something, holding a special lamp. Brainy counts down to zero and a hole opens, spitting Valor out, obviously in pain. Brainy had rigged the projector to delay and remote Valor's exit to a more private place. Superboy shines the lamp, a red-sun lamp, on Valor to make him vulnerable so they can get the lead antidote into him. Valor wakes up and recognizes Superboy. Valor grabs Superboy's arm in thanks.

Later, back at HQ, Triad waits on Valor like a servant, even after he tells her to treat him like everyone else. Cos comes in and tells Valor that he needs to lay low for a while. Valor replies, "You're KIDDING! I've been 'laying low' for a millennium!". Cos explains that it's "for everyone's good.". Valor takes it badly, blaming people like Triad, because they can't let him be himself. Cos and Triad leave Valor alone in his room.

Later, when Superboy and Brainy are about to leave, Superboy spots Triad crying. He tells Brainy to wait, and goes to her. He says, “Hey ... It’s Valor, right? I know. He wouldn’t even say good-bye to me. ME, can you believe it? Just remember, he’s been through a lot. He’ll come around.”. Triad’s reply is a big kiss, and she says, “I guess one of us was right about you.”. They then make ready to leave, but seem to have problems. Cos tosses Superboy a box; in it is a flight ring. Cos tells him he’s now an honorary member. Then Brainy gets the machine going and they leave. Cham has a tear in his eye, and Imra says, “Strange kid.”. Lyle asks, “You think everyone in the twentieth century was - - well - - THAT much of a pain?”. Gim replies, “Nowhere near Lyle .... nowhere near.”.

“Future Tense” was the best multi-part story I’ve read in a long time. The interaction between Brainy and Superboy was the best! They worked in the creation of the fabled force-shield belt nicely. I think that the Kid needed an ego shot, and I think that not being well known in the future did that.

Before going on, I promised an Interlac translation. Well, here it is!

| | |
|---|---|
| Page 6- - | Cos: Should have seen this coming! I have point!<br>Brainy: Be glad this isn’t the 1950’s ..... it was customary to nuke large xenomorphs at that time.<br>Imra: Oh - - I’m sure that’ll make Cham feel a lot better. |
| Page 11- - | Cos: No Superboy! Friends! We are friends! Frie- - All right, we’ll play this your way Superboy! But magna-ball champions always play to win! |
| Page 12- - | Brainy: Finally! Hold him while I put in the telepathic ear plug. Calm down, Superboy. I’m not performing a lobotomy. And I doubt it would change you very much if I did. |
| Page 13- - | Triad: I’ve got him!<br>Cos: Saturn Girl - - Now, while he’s - -<br>Imra: - - distracted, yes. I’m already establishing a mental link ... but his thought patterns are ... so different from ours! |
| Page 14- - | Imra: This is ridiculous! It must be the 20th century Fight-Then-Team-Up Syndrome I’ve read about! |

Heh, LOVE Imra’s last line!

Brainy showed more of his typical ego, as when he yanked Superboy to the 30th century after he failed to plug in the welder! It does seem that the team is learning how to turn this fact into a help occasionally. When Superboy told Brainy that Lyle thought he was the smartest person alive, Brainy seemed to warm to that idea.

Also, more great illustrations of Triad’s three distinct personalities. Triad-Purple seemed to be the only one that has a crush on Superboy. She sure knew how to cheer him up though. And he returned the favor when he assured her that Valor would come around. And SHE returned THAT favor with a kiss. A very BIG kiss. Without sounding like I’m losing my grip on reality, the room seemed to warm up a bit after I read that page!

Cham has gotten a much better grip on Interlac. He also seemed to have more dialog than usual.

XS of course is lost somewhere in time, soon to show up in the pages of *FLASH* and *IMPULSE*. I hear she'll be playing an important part in the upcoming "Dead Heat" storyline in the aforementioned books.

Imra seemed to be showing more initiative to take charge, yet still not stepping on Cos' toes.

Gim seemed to REALLY dislike Superboy. Maybe because he's not quite what Gim had pictured. When Superboy first arrived, Gim asked, "THIS is Superman when he was a boy?". Then Brainy said, "Hardly.". So maybe his dislike was rooted in the fact that Superboy didn't measure up to his mental picture.

Valor was quite obviously surprised to find out that he's considered a god in some places. I think that when he blew up at Triad he was releasing a millennium of pent up frustrations and emotions, and just let loose on the most convenient person. And that just happened to be Triad. Doesn't make it right, she can't help what religious beliefs she was taught, but that's what it was. Like Superboy said, he'll come around.

Well, how about the Scavenger's collection? I had to go through two or three times to catch everything, and I still don't think I did. A few things I saw were: Batman's utility belt; Captain Cold's cold gun; Atom's size control belt; two, count 'em, two Batmobiles; Flash's suit and ring; Hawkman's helmet; Blue Beetle's suit and Bug; QUISLET!! (yes, I know who he is **:)** ); Data's head; Blue Devil's trident; Ray's helmet; Mr. Miracle's air disks; Brainiac's skull ship; the Kryptonian battlesuit; and the EMERALD EYE!!!! ( I know what that is too **:)** ). Plus the stuff that was pointed out to us: Steel's staff; Superboy's jacket and wallet; and the Philosopher's Stone. He had some cool stuff eh? I found myself just looking for stuff the second time reading through!!! All in all though, great books!

It was really neat to see the meeting of Superboy and the Legion. It's obvious that Superboy's and Superman's legends got mixed up somewhere, but I think now Superboy will be more .... ah .... shall we say .... distinct? .... from Superman. **:)** I had a lot of fun reading this story, and wish other books had the sense of fun that was present in these books! Well, I do look forward to seeing how they make it so Valor will join the team, and what his name will be. It can't be Valor (fearing the implications), and I know a lot of other people besides me would like it to be Mon-El. It'd be a nice little nod to history if it was!

I have to admit that, since starting this, I have bought a few Legion back issues, starting with the third series. I'm now up to the Five-Year Gap, fourth series issue *#11*. I find that I can appreciate the reboot better now that I've read the "preboot". I'm proud to say I have stories from each of the realities, and have enjoyed them. It's easy to see why the Legion has been around as long as it has, and will keep going for a long time to come. As for me, I'll be with them every step of the way! I hope you enjoyed reading this as much as I did writing it, it's always fun to do this stuff for fellow fans! See you in 26,000 fortnights (plus one week)!

LONG LIVE THE LEGION!!!

## Section VII - Worlds of the DC Universe (part 3):

Presented below is the third installment of Encyclopedia Galactica, a guide to the worlds of the DC Universe.

# Encyclopedia Galactica

### NEW TARTUGA

**Famous Natives**: Captain Frake (Alisia Frake); Dynamo-Boy (Vorm).
**Native Abilities**: None.
**History**: This asteroid is a base for many of the galaxy's space pirates, earning it the name "the Pirate Planetoid". New Tartuga follows in the shadow of a gas giant which is in orbit around an orange star. The space pirates control the planetoid with a rule of terror.

### MURRA

**Famous Natives**: Blackout Boy (Graah); Magnetic Kid *[I]* (Xaxan); Size Lad (Aarl).
**Native Abilities**: None.
**History**: Located on the planet Murra was a military power which had intentions of invading the planet Earth. They learned to their dismay that the Legion of Super-Heroes had heard rumor of a pending invasion and discovered that the Legion intended to implement "Plan-R" to successfully defend against the invading forces. Murra's military power sent three spies to infiltrate the Legion of Super-Heroes so as to steal the secrets of Plan-R. The spies took pills which gave them special powers, posed as Legion applicants, and were inducted as members. They found the plans and headed back to Murra. What they did not know was that the Legion was on to them the whole time. The induction of the three spies was a ruse which allowed the Legion, and thus the United Planets, to locate and neutralize the planned invasion.

### MYAR

**Famous Natives**: Nemesis Kid (Hart Druiter).
**Native Abilities**: None.
**History**: Myar was one of the few worlds remaining in the 30th century which retained its ties to mysticism. It was on this world that a man named Hart Druiter used alchemy to give himself the ability to defeat any one foe. When the fierce and powerful Khund Empire began plans for an invasion of Earth, they hired Druiter to infiltrate the Legion of Super-Heroes as their spy. Druiter joined the Legion as Nemesis Kid. At about that same time, the United Planets learned that the Khunds were preparing a large military operation and notified the Legion. One of the Khund warlords contacted Earth and gave it one hour to surrender. Legionnaires were sent out to different locations on the Earth to protect from sabotage the three existing electro-towers, devices which could repel such an invasion force. All three towers were destroyed and the Khunds attacked. One of the towers turned out to be a decoy and the real, remaining tower blasted the Khund fleet. Nemesis Kid was discovered to be the traitor but was able to escape. The planet Myar suffered greatly following the Magic Wars.

## ORANDO

**Famous Natives**: Princess Projectra/ Queen Projectra/ Sensor Girl (Projectra, wife of Karate Kid *[I]*).
**Native Abilities**: Mysticism.
**History**: Orando, the only inhabited planet in the Valar Three star system, has a culture and technologies equivalent to that of feudal England. Until recently, the people of this world resisted all contact with outside traders and technos, and refused to allow the construction of a space port facility on their planet. In the late 30th century, the planet's monarch King Voxv, and later his daughter Queen Projectra, allowed limited development of Orando's mineral resources. Their efforts were doomed to failure. First, Projectra's cousin challenged her ascension to the throne upon her father's death. Later, the planet was seized by the Legion of Super-Villains and Projectra's husband Val Armorr, the former Legionnaire named Karate Kid, was murdered. After the defeat of the Super-Villains, Queen Projectra used the villain's technology to transport Orando into another dimension. Five and a half years later, Projectra returned Orando to its proper place in normal space.

## TALOK VIII

**Famous Natives**: Lyrissa Mallor (one of the charter members of the 20th century L.E.G.I.O.N., mother of Lydea Mallor); Lydea Darkstar (Lydea Mallor, member of the 20th century L.E.G.I.O.N., daughter of Lyrissa Mallor); Shadow Lass (Tasmia Mallor, wife of Mon-El/Valor, cousin of Grev Mallor); Shadow Kid/Lad (Grev Mallor, husband of Kahnya Nahtahnie, cousin of Tasmia Mallor); Lady Memory (Kahnya Nahtahnie, wife of Grev Mallor).
**Native Abilities**: None.
**History**: Talok VIII is the eighth planet in orbit around the star Talok. Talok VIII is populated by a humanoid race which is blue-skinned , black-haired, and pointy-eared. The ruling class on Talok VIII, the City People, live in highly technological cities on the plateaus and valleys while the lower class, the Hill People, struggle to survive in the surrounding peaks. Wars between the two peoples were frequent and bloody. For the last millennium, beginning with a man known only as Mallor, the people of Talok VIII have been protected by a planetary champion. The Mallor bloodline has produced one individual per generation who is granted shadow powers with which to fulfill this role. After the death of Sarven Mallor in the late 30th century, two individuals, Tasmia and Grev Mallor, obtained these powers. To encourage unity between the world's two factions, the City People's champion Grev Mallor and the Hill People's Lady Memory, Kahnya Nahtahnie, have wed.

## PHLON

**Famous Natives**: Chemical King (Condo Arlik).
**Native Abilities**: None.
**History**: Phlon is one of the newer colony worlds in the United Planets. It is an important world due to the abundance of valuable and rare minerals located under its hostile surface. Beneath the specially designed pressure domes, the colonists are responsible for the synthesis of many of the mineral ores that are too dangerous to transport in their raw state. The planet is governed by a U.P. commission and has yet to be named a self-supporting entity and sovereign world.

## ZOON (A.K.A. ZUUN)

**Famous Natives**: Lone Wolf/ Timber Wolf/ Furball (Brin Londo).
**Native Abilities**: None.
**History**: The planet Zoon is a world ravaged by centuries of extremely thorough exploitation. A highly ductile and malleable metal known as zuunium can be found here. Mining this rare metal has devastated the planet, poisoning its seas and fatally polluting its atmosphere. The residents of Zoon live in small communities within the caverns which crisscross beneath the surface. Zoon orbits within a highly unstable triple star system.

## STARHAVEN

**Famous Natives**: Dawnstar.
**Native Abilities**: Flight.
**History**: The colony world known as Starhaven is the only planet in orbit around its yellow sun. It is located in the heart of the Milky Way Galaxy and thus its night sky is filled with stars. The planet's population is descended from Earth's Amerinds who emigrated from Earth in the late 23rd century in hopes that they might retain their gradually vanishing cultural heritage. Since their colonization of this world seven centuries ago, the people of Starhaven have developed functioning wings which were the result of genetic experimentation. Starhaven is governed by a Council of Elders, representing each of the Amerind tribes. The planet has a totally unspoiled environment and the government severely restricts visitors to ensure the planet's continued conservation.

## DRYAD (A.K.A. KORLON)

**Famous Natives**: Brik (member of 20th century Green Lantern Corps); Strata (member of 20th century L.E.G.I.O.N.); Blok; Lazon (Chey-Nu); Mist Master (Ye Sti-Tuan); Neutrax (Wi Kan Muur); Silver Slasher (Ki-Lan); Titania (real name unknown).
**Native Abilities**: Native silicon-based sentients: invulnerability, strength; Human colonists: none.
**History**: Dryad was a quiet world, located on the fringe of the galaxy. It was a beautiful place, containing a breathable atmosphere and teeming with flora; its sky filled with a dozen moons. While it was devoid of animal lifeforms, it did serve as home to a sentient race of silicon-based rock-like humanoids. During their equivalent of puberty, called "gendering", Dryadians would shed their outer skin and discover what sex they were. As they got older, Dryadians grew larger and slowed down, eventually spending much of their time in dormancy. This planet was off the beaten track and rarely encountered. In the 20th century, one native of Dryad was captured and imprisoned by an alien Alliance, later escaping and founding L.E.G.I.O.N., while another was chosen for the Green Lantern Corps. This planet was all but forgotten for many centuries. In the early 30th century, human U.P. settlers landed on the planet, unaware of its inhabitants, and named it Korlon. The silicon people chose to observe the humans for a time and, only after learning their language and deciding they were benign, finally made contact with the humans. After the initial shock, both races lived in harmony. Later, in 2979 A.D., the world's sun began to go nova! Luckily, the United Planets, along with five Legionnaires, arrived in time to evacuate the planet. The humans were brought to other colonies while the natives chose to enter their dormant state, allowing themselves to be set adrift in space. From the evacuation ship windows, the humans, and one young native Dryadian who went with them, saw their world explode due to the planet's unstable core. In 2983 A.D., five of the human children and the young Dryadian, falsely believing that the Legionnaires destroyed their world, formed the League of Super-Assassins. Only the native Dryadian, Blok, realized their mistake and soon joined the very Legion that he had once hated. Blok, believed to be the last of his kind, was killed in 2994 A.D. by the butcher Roxxas.

## Section VIII - Who's Who in the Legion of Super-Heroes (part 5):

**code name:** ***Invisible Kid***™
**real name:** **Lyle Norg**
**planet of birth:** **30th century Earth.**
**powers:** **Invisibility (derived from a serum).**
**historical first appearance:** **ACTION COMICS #267 (August 1960)**
**modern first appearance:** **LEGIONNAIRES #0 (October 1994)**
**historical data:** **Lyle Norg invented the serum which granted him the powers of invisibility. He died in battle against the monstrous *Validus*.**
**modern data:** **Because of the invisibility powers which he bestowed upon himself, Lyle Norg was assigned to the *Legion of Super-Heroes* as the representative of Earth.**

Lyle Norg was a brilliant child. By the time he reached his teen years, he was well on his way to becoming one of Earth's top scientists. Lyle Norg was actually successful in developing a serum which rendered the user invisible with only a thought. He has since used the serum on himself and keeps the formula a tight secret. When the United Planets began drafting super-powered youths into the newly formed Legion of Super-Heroes, Lyle Norg was chosen to be Earth's representative as the hero called Invisible Kid. It was Lyle who took one of Brainiac 5's failed hyperdense experiments and turned it into a powerful Legion asset ... the flight ring. Lyle Norg was also responsible for the formation of the Legion Espionage Squad.

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**code name:** ***Brainiac 5***™
**real name:** **Querl Dox**
**planet of birth:** **30th century Colu.**
**powers:** **12th level intelligence (inherent in family line).**
**historical first app.:** **ACTION COMICS #276 (May 1961)**
**modern first app.:** **LEGIONNAIRES #0 (October 1994)**
**historical data:** **Querl is the direct descendant of Vril Dox, the adopted son of the evil 20th century Coluan robot *Brainiac*. Querl, who preferred the name *Brainiac 5*, dated the 20th century Kryptonian heroine *Supergirl* off-and-on until her sacrifice during the Crisis on Infinite Earths. In the "Glorith-reality", it was the Daxamite *Laurel Gand* who captured his heart.**
**modern data:** **Querl is the direct descendant of two well-known 20th century Coluans: the evil villain *Brainiac* and *Vril Dox II*, the founder of *L.E.G.I.O.N.*. Querl, or *Brainiac 5* as he was better known, was assigned to the *Legion of Super-Heroes* as the representative of Colu.**

**Brainiac 5**
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Querl Dox is a direct descendant of three famous 20th century Coluan figures. The first is Vril Dox I, better known throughout the galaxy as the evil Brainiac. The second is Vril Dox II, the founder of the law enforcement organization called L.E.G.I.O.N.. The third is Lyrl Dox, who had temporarily wrested control of L.E.G.I.O.N. from his father. While the Coluans as a race are very intelligent, the Dox family itself has produced many brilliant minds. Over the centuries, the Dox bloodline toiled for the planetary interest. Although secretly loathed by the normal Coluans, they were nevertheless treated as royalty, or state property. That was, until the Brainiac 4 scandal. Brainiac 4 was a cold and heartless woman. Minutes after giving birth to her son Querl, she got up, handed him to the doctors to use as they wished, and then simply walked away from her duties. She was never heard from again. Querl Dox inherited his mother's 12th level intellect (ordinary humans have a 6th level mind). He was named Brainiac 5, being only the fifth person ever to have the honor of bearing the "Brainiac" name. By his eleventh year, his experiments had wreaked such havok on Colu, that the planet's leaders decided to end the Brainiac project. They found him a position as Brande Industries. He worked for eight months at B.I., causing significant damage there also, and then moved to the planet Talus to work on temporal experiments. Brainiac 5 was drafted into the Legion of Super-Heroes as Colu's representative, but is much more interested in his experiments than in posing as a hero. Brainiac 5 concentrates heavily on theory and not application. Lyle Norg took the results of one of his "failed" experiments and developed the Legion flight rings. Among Brainy's many accomplishments are the time platform and the force-shield belt.

## Section IX - Legion checklist [historical] (part 5 - 1991 to 1992):

The following is part 5 of a chronological checklist of the historical version of the Legion of Super-Heroes. This list is not limited to just Legion appearances but also includes Legion cameos and appearances by such supporting characters as Valor and L.E.G.I.O.N.. Also included are listings of reprints of Legion tales.

**LEGION OF SUPER-HEROES [fourth series]** # 14
cover date: January 1991
title: untitled
comments: Tenzil Kem, Brek Bannin, and Calorie Queen stop at the Ranchito Mobile Lodge in the Tartarus Sector. They encounter Evillo and his 12th wife, Saturn Queen. The Legion establishes a new headquarters on Talus, a planetoid in orbit around Erkenhom. Brek agrees to stay and teach Evillo's two daughters how to use their powers. Bismoll believes Tenzil is killed, Calorie Queen is drafted as its new senator. Tenzil heads to Winath. (Raspler; the Bierbaums/ Giffen; Giffen/ Gordon/ Garzon)

**LOBO [first series]** # 3
cover date: January 1991
title: "The Last Czarnian Part Three: Spell or Die!"
comments: L.E.G.I.O.N. appears.

**WHO'S WHO IN THE DC UNIVERSE** # 6
cover date: January 1991
title: untitled
comments: Who's Who features include pages on: Ayla Ranzz, Vi, Snapper Carr.

**L.E.G.I.O.N. '91** # 23
cover date: January 1991
title: "I, Durlan"
comments: The L.E.G.I.O.N.naires attend the funeral of Lyrissa Mallor. One thousand years in the future, the Durlan writes in his diary about how his debt to Vril Dox II will finally be paid. The Durlan was the first of his tribe in living memory to leave Durla. He transforms into a flying space creature and hitches a ride on a nearby space craft, however he discovers that the sole person on board is dead. He pilots the craft as best he can but the ship is damaged in a meteor storm and he is forced to crash land on the planet Colu. The Computer Tyrants of Colu order the capture of the Durlan for study. The evil elder Vril Dox is called to the alien holding unit; he takes his son along. Both meet the Durlan. Over the next few days, Vril Dox I conducts a number of torturous tests on the poor captive. Vril Dox II helps the Durlan escape. He creates a diversion by also freeing a number of the other prisoners and then hides the Durlan in his quarters. The Durlan is shocked when he realizes that Dox feels no remorse that 10% of the escapees were killed. He did it for the sole purpose of earning his father the disapproval of the Computer Tyrants. Dox's angry father shows up at his son's chambers; the Durlan hides. It

isn't long however before Vril Dox I is ordered to report to the main chamber to face the Tyrants. The Durlan spends the next ten years hiding in Dox's room. The cruel child uses threats and withholds food to force the Durlan to call him "master". The Durlan does succeed in teaching Dox a few things, such as the cultures of other worlds and the martial arts. One day, the younger Dox learns that his father has been executed (actually, his father's lifeforce survives and becomes the villain Brainiac). Vril Dox II is taken away for brainwashing. After 10 days of torture the Tyrants return Dox to his chambers ... they had failed. The Tyrants decide to hand Dox over to the Alliance. Dox forces the Durlan to beg him not to be left behind. The Durlan promises to do anything that Dox asks of him and Dox agrees. The Durlan successfully hides from the sensors in Dox's stomach! In the Alliance stalag, Dox and the Durlan meet other prisoners. Dox plans and executes an escape, and brings along the Durlan and some of the others to form L.E.G.I.O.N.. Shortly after, the Durlan disappears from the 20th century and re-appears in the 30th. He can only imagine Dox's fury at the Durlan's betrayal of his vow. The Durlan tells his diary that he is now one of the richest men in the 30th century and believes he has found a way to finally repay his debt to Dox. The Durlan, now calling himself R. J. Brande, has decided to form a Legion of his own! Back in the present, Lady Quark yells at Dox to snap out of it. Dox calls an assembly. He tells L.E.G.I.O.N. that Lyrissa's death almost led him to disband the group. However, to honor Lyrissa, he instead dedicates their next mission ... the downfall of the Khundian Empire! (Young; Grant; Fern/ Rayner/ DeMulder)

**NEW GODS [third series]** # 22
cover date: January 1991
title: "Remembrance"
comments: Metron of the New Gods remembers back to when he first built his Mobius Chair. Among other things, the Chair enables Metron to travel the timestream. While doing so he views the Legion of Super-Heroes (Lightning Lad, Cosmic Boy, Dream Girl, and Sun Boy are depicted). (Peterson; Evanier/ Hoberg; Hoberg/ Blyberg)

**LEGION OF SUPER-HEROES [fourth series]** # 15
cover date: February 1991
title: untitled
comments: Brainiac 5 discovers that Jo Nah has been sent through time. Orando is attacked by the Khunds. A horror known as the Red Terror is unleashed. On Weber's World, a plan is formed. On Gallan, Cham obtains a sample of the Red Terror and a blaster. On Venegar, the Legionnaires engage the enemy; Vi loses her right leg. Orando and Venegar fall. Preztor is also lost. It is believed that the next target will be one of the few pluridium-rich worlds: Talok VIII or Xolnar. Vidar and Shady arrive at Talok VIII. On Xolnar, the United Planets Military Academy (1st app.) is ambushed. Jed Rikane (formerly Power Boy) and Berta Skye Haris (formerly Nightwind) are among the soldiers. Berta is killed in the attack. Elsewhere, Jo Nah finds himself 5,000 years in the past on Rimbor, at least two or

three thousand years after the natives of that world became extinct. (Raspler; the Bierbaums/ Giffen; Peterson/ Giffen/ Garzon/ Gordon)

**LOBO [first series]** # 4
cover date: February 1991
title: "The Last Czarnian Part Four: The LAST Last Czarnian"
comments: Vril Dox of L.E.G.I.O.N. appears.

**WHO'S WHO IN THE DC UNIVERSE** # 7
cover date: February 1991
title: untitled
comments: Who's Who features include pages on: Jan Arrah, Phase.

**L.E.G.I.O.N. '91** # 24
cover date: February 1991
title: "The Empire: Strike Back!"
comments: Khunds attack the planet Ogen. L.E.G.I.O.N. is there waiting for them. A battle ensues and the Khunds are defeated. Telepath picks up thoughts which could mean trouble. Elsewhere, on a desolate world, Stealth prepares for her child's birth. On Cairn, Dox studies Lydea Darkstar. Telepath contacts Dox and informs him that the Khunds have kidnapped and forced a scientist to create a doomsday device. Elsewhere, Captain Comet suffers from head pains.

**LEGION OF SUPER-HEROES [fourth series]** # 16
cover date: March 1991
title: untitled
comments: On Weber's World, word is received that Xalla has fallen. It is learned that the Red Terror was the notorious warping mists used in the Great Wars of the 28th century. Also used are gamma energy and anti-matter weaponry from that same era. It is decided that Talok VIII is the next target. Vi has been fitted with an artificial leg. While the entire U.P. fleet enters orbit above Talok VIII fitted with 28th century nega-shielding technology, the Khunds begin a full assault on Xolnar. On Khundia, a disguised Laurel Gand and Orlak of Kelowna watch as a statue of Glorith is worshipped as the Khund Demon-Mother. On Earth, Jacques Foccart and Troy Stewart's Sub-Heroes continue with their underground resistance. Universo, who is secretly in cahoots with the Dark Circle, offers his lackey, Grimm, to them for assistance. Note: First appearance of the Sub-Heroes. (Raspler; the Bierbaums/ Giffen; Giffen/ Peterson/ Garzon/ Gordon)

**ADVENTURES OF SUPERMAN** # 476
cover date: March 1991
title: "The Linear Man"
comments: Time and Time Again Phase I. Booster Gold mentions his Legion flight ring and force-field belt. A large explosion sends Superman to the 2970's where he meets the young Legion of Super-Heroes (Cosmic Boy, Saturn Girl, and Lightning Lad). (Carlin; Jurgens; Jurgens/ Breeding)

**L.E.G.I.O.N. '91** # 25
cover date: March 1991
title: "Doomsday"
comments: L.E.G.I.O.N. leave the planet Ogen in a Khund ship programmed with the location of the doomsday device. On their way to their destination, they encounter and battle Khunds. They escape the ship's destruction in life pods. As Lady Quark and Garryn Bek watch on, the pods disappear from view! On Cairn, Captain Comet and Marij'n confront Dox about the torture that Lydea Darkstar is enduring. He is attempting to use his enhanced charisma program to cure Lydea and place her under his control.

**ACTION COMICS** # 663
cover date: March 1991
title: "Lost in the '40s Tonight"
comments: Time And Time Again Phase II. Continuing from Phase I, in the 2970's, Superman meets the young Legionnaires. A large explosion sends Superman to the World War II era. (Carlin; Stern; McLeod)

**LEGION OF SUPER-HEROES [fourth series]** # 17
cover date: April 1991
title: untitled: "The Last Battle" on cover
comments: On Talok VIII, the U.P. prepares for battle. A decoy Khund fleet arrives. On Xolnar, Jed Rikane dies in the Khund attack. On Khundia, Laurel and Orlak are taken to Glorith. Glorith negates Laurel's disguise. The Khunds have been conquering worlds and acquiring magical artifacts which increase the power of Glorith, who is posing as the Demon-Mother. On Talok VIII, the Khunds are defeated, steer into the planet's atmosphere, and commit suicide. King Jonn realizes that something is wrong ... this was just a diversion! Xolnar is the true target! The U.P. fleet uses 28th century anti-matter fusion technology to reach Xolnar in time. On Khundia, when Glorith is distracted, Vi bursts from Laurel's earring and throws a chronal howitzer at Glorith, blasting her to the end of time. Glorith is stuck, her power depleted. It will take most of her power to return. Orando is calm. Back on Earth, Earthgov executes the 29-year-old Allen twins, children of the Flash, for "treason". It is noted that Don Wallace Allen had a wife, Carmen Johnson, and a 2-year-old son, Barry II; Dawn Jae Allen was unmarried. The twins' mother, Iris Allen, a reporter for the Daily Planet, writes that the Dominators have been secretly manipulating Earthgov for at least 3 years! Note: Bartholomew Allen II is better known as Bart Allen a.k.a. Impulse *[II]*. In

the reboot, Dawn was married and had a daughter, Jenni Ognats a.k.a. XS. (Raspler; Giffen/ the Bierbaums/ Gordon; Giffen/ Gordon)

**SUPERMAN [second series]** # 54
cover date: April 1991
title: story one: "The Warsaw Ghetto"
comments: Time and Time Again, Phase III. Superman meets the Justice Society in 1943. Sent into the timestream when an experimental German atomic bomb detonates. No Legion appearances (included for reference only).

**ADVENTURES OF SUPERMAN** # 477
cover date: April 1991
title: "Death Rekindled"
comments: Time and Time Again Phase IV. Superman meets the Legion of the 2980's (Lightning Lad, Ultra Boy, Phantom Girl, Shrinking Violet, and new member Wildfire). Superman helps the Legionnaires destroy a new Sun-Eater. The explosion sends him hurtling through time. (Carlin; Jurgens; Jurgens/ Breeding)

**L.E.G.I.O.N. '91** # 26
cover date: April 1991
title: "Bangs and Whimpers"
comments: Lady Quark and Garryn Bek watch as the ship carrying L.E.G.I.O.N. is destroyed. The L.E.G.I.O.N.naires escape in life pods. Before the Khunds can destroy the pods, Lady Quark and Bek destroy them. The pods, however, have disappeared. Lady Quark and Bek discover that both the pods and the Khund mothership are hidden within a cloaking field and attack the mothership. Garryn Bek's emerald powers fade. On Cairn, Dox kicks Captain Comet and Marij'n out of his office. However, something Comet said reminds Dox of the Durlan's warning about the enhanced charisma program and he deletes it. Back in space, Garryn Bek's powers return. Phase finds the plans for the doomsday device. Lobo kills the canine professor, R'nt'n'tn, who created the device. He then procures an escape ship and picks up the other L.E.G.I.O.N.naires. They escape just in time to see the mothership explode.

**WHO'S WHO IN THE DC UNIVERSE** # 8
cover date: April 1991
title: untitled
comments: Who's Who features include pages on: Captain Comet, Durlans, Furball, Kent Shakespeare, Lobo, Strata.

**ACTION COMICS** # 664
cover date: April 1991
title: "Many Long Years Ago ..."
comments: Time And Time Again Phase V. A large explosion sends Superman from the dinosaur era to the Camelot era. No Legion appearances (included for reference only).

**CAPTAIN ATOM** # 52
cover date: April 1991
title: "Terror On Route 91"
comments: Dominators appear.

**LEGION OF SUPER-HEROES [fourth series]** # 18
cover date: May 1991
title: untitled
comments: On Orando, Queen Projectra avoids an assassination attempt by followers of the Dark Circle. Valor and Shadow Lass battle the Circle agents on Orando, learn they are Cargggites, then head to Xolnar to visit the Taines. Afterward, they leave for Carggg and stop the Dark Circle movement there. On Earth, Jacques Foccart talks with Universo. Bounty watches Circe in action. Shvaughn Erin and other S.P. officers look for the Sub-Heroes. In the past, Jo Nah makes it to Earth. (Raspler; the Bierbaums/ Giffen; Giffen/ Peterson/ Garzon/ Gordon)

**SUPERMAN [second series]** # 55
cover date: May 1991
title: story one: "Camelot"
comments: Time and Time Again, Phase VI. Superman fights for Camelot during its fall. Superman is caught in Merlin's magical blast and is sent into the timestream. No Legion appearances (included for reference only).

**ADVENTURES OF SUPERMAN** # 478
cover date: May 1991
title: "Moon Rocked"
comments: Time and Time Again Phase VII. In 2995 A.D., Dev-Em battles Laurel Gand in their first meeting. Dev-Em defeats her and leaves. Superman appears and helps Laurel. Laurel confuses him for the Pocket Universe Superboy at first. Laurel brings Superman to meet with Garth and Imra Ranzz, Vi, and Furball. They talk briefly of the Pocket Universe Superboy and how he was only with them a short time. Superman helps prevent Dev-Em from destroying the Moon, unknowingly changing history. The Linear Man, whose job it is to keep the timeline correct, reactivates Dev-Em's device and the Moon explodes. The explosion sends Superman into the timestream, back to the 20th century. (Carlin; Jurgens; Jurgens/ Breeding)

**BOOKS OF MAGIC [first series]** # 3
cover date: 1991
title: "The Land of Summer's Twilight"
comments: Four issue Prestige Format mini-series. 48 pages. Mentions Amethyst, Gemworld, the Archmage, and the Magic Wars.

**L.E.G.I.O.N. '91** # 27
cover date: May 1991
title: "Deals With the Devil"
comments: Dox forces the Dominion to stay away from the planet Ogen. Member worlds (Maarna, Shallaza's World, Indenplat, etc.) express their concern about the Dominion deal. Dox explains that he told the Khunds that they must stop their plans to develop a doomsday device or he would turn over the R'nt'n'tn plans to the Dominion. L.E.G.I.O.N. specialists have repaired the device and have stationed it on Ogen, where it can strike either the Khunds or Dominion. Privately, Dox laughs ... the doomsday device doesn't work! R'nt'n'tn made wrong assumptions right from the start! Phase asks Telepath to help her regain her memory but the attempt fails. Dox frees Lydea Mallor and convinces her that she wants to join L.E.G.I.O.N.. Elsewhere, Stealth erupts in sores and suffers intense pain.

**WHO'S WHO IN THE DC UNIVERSE** # 9
cover date: May 1991
title: untitled
comments: Who's Who features include pages on: Chuck Taine, Dev-Em, Dirk Morgna, Gim Allon, Glorith, Legion, Luornu Durgo Taine, Mysa Nal, Roxxas, Tenzil Kem, Universo. Note: This issue boasts a Legion cover.

**ACTION COMICS** # 665
cover date: May 1991
title: "Wake the Dead!"
comments: Flashback to the events of the "Time and Time Again" storyline.

**EMERALD DAWN II** # 2
cover date: May 1991
title: "Balance Of Power"
comments: Six-issue mini-series. *GREEN LANTERN: EMERALD DAWN II* on cover. Dominators and Khunds appear. The Durlans and Gil'dishpanians are mentioned.

**LEGION OF SUPER-HEROES [fourth series]** # 19
cover date: June 1991
title: untitled
comments: The Dominion's Triple-Strike is prematurely activated. Phase one, the destruction of Luna (refer to *ADVENTURES OF SUPERMAN #478* for details), sends lunar debris everywhere. Medicus One is destroyed. Phase two shuts down the Earth's defense-net. Massive destruction from meteor strikes across the Earth follows. Circadia Senius launches the Luna-Sub-One orbiter in an attempt to stabilize the Earth's orbit. He appears to then be vaporized (later shown to have survived). Phase three, the detonation of Earth's powerspheres, destroys major cities around the globe. It is later discovered that the Dominators had set up a Lunar-Detonation plan as far back as the mid to late 2970's. 5,000 years in the past, Jo Nah reaches ancient Egypt. He meets and falls for Asherya over a two month period. Asherya is actually Hytuurnus, an evil Lord of Chaos. Amen-em-het orders his "servant" Nabu to get rid of her. Nabu eliminates the threat and then sends Jo back to 30th century Winath. Jo visits Shanghalla. (Raspler; Giffen/ the Bierbaums; Giffen/ Gordon)

**STARMAN [first series]** # 35
cover date: June 1991
title: "Back to the Fuchsia!"
comments: Starman flies through space and collides with the Scarlet Skier, injuring him. The Skier's boss, Mr. Nebula, appears and confronts Starman. Since Starman has incapacitated his herald, Starman must take over his role and find Mr. Nebula a suitable planet to redecorate (don't ask). Starman chooses the planet Daxam. Lar Gand sees the threat to his homeworld and engages Starman in battle. When Gand threatens physical violence, Mr. Nebula agrees to a pact of mutual non-aggression. Starman leaves Daxam at light-speed, unaware of the L.E.G.I.O.N. officers who have spotted him violating speed laws. (Main; Giffen/ David; Pearson/ Patterson)

**BOOKS OF MAGIC [first series]** # 4
cover date: 1991
title: "The Road To Nowhere"
comments: Four issue Prestige Format mini-series. 48 pages. Mentions the 30th century, the Legion of Super-Heroes, and the Magic Wars.

**L.E.G.I.O.N. '91** # 28
cover date: June 1991
title: "Momma's Boy"
comments: On a desolate world, Stealth undergoes a bizarre metamorphosis. As she writhes in pain, Stealth has thoughts about her matriarchal, man-hating "home". The "home" is disgusted by she-who-is-incomplete ... the mutant Stealth. Stealth was kept in isolation for 16 years. She was gladly given over to the Alliance. Stealth snaps out of it and regains her humanoid form. She gives birth to her son who, like all offspring of her species, take the form of the father (in this case, Vril Dox). She leaves the planet with her son.

**WHO'S WHO IN THE DC UNIVERSE** # 10
cover date: June 1991
title: untitled
comments: Who's Who features include pages on: Garryn Bek.

**LEGION OF SUPER-HEROES [fourth series]** # 20
cover date: July 1991
title: untitled: "Venado Bay" on cover
comments: Dirk Morgna's solar powers go wild when he is hit by the null-radiation from the global explosions, burning him alive. Earthgov refuses U.P. help in the Luna disaster. Devlin O'Ryan is injured from explosions (his meta-gene is activated at this time). The Dominators learn that Chamber SW6 has been breached. Mysa is contacted by Amethyst's spirit. Cham decides to hide a U.P. vid from the Moon which shows that Superman was present at its destruction. Vi gets an artificial blue Probe leg. Char Burrane Jr., the son of Starfinger II, is murdered. Lydda Krinn receives word of Dirk's plight and an announcement of the birth of Dacey and Doritt Ranzz. Rokk recaps the events of Venado Bay (October 8, 2991). Rokk's unit on Braal-13 was bracing for an Imskian offensive. All but Rokk were killed. Vi was with the Imskian unit. The half-conscious Rokk cut her eye before blacking out. Shvaughn Erin meets with Jan Arrah. Circe turns on the Dominators, Bounty watches. Note: First appearance of the SW6 batch, in shadows. The Sub-Heroes appear. (Raspler; Giffen/ the Bierbaums/ Gordon/ McCraw; Giffen/ Gordon)

**L.E.G.I.O.N. '91** # 29
cover date: July 1991
title: "Traffic In, Traffic Out"
comments: Dox makes Phase second-in-command. Phase makes Dox promise that he will not override her decisions. Phase then appoints Captain Comet and Marij'n as full members. Dox is furious. Note: Lobo is transported away and encounters Etrigan the Demon (as per *DEMON [third series] #11-15*).

**GREEN LANTERN: EMERALD DAWN II** # 4
cover date: July 1991
title: "The Will To Power"
comments: Six-issue mini-series. Khunds appear.

**WHO'S WHO IN THE DC UNIVERSE** # 11
cover date: July 1991
title: untitled
comments: Who's Who features include pages on: L.E.G.I.O.N., Legion Subs, Legion supporting cast, Wanderers.

**LEGION OF SUPER-HEROES [fourth series]** # 21
cover date: August 1991
title: story one: "... The Quiet Darkness Part One"
comments: Aria and her friend Lori are runaways on Zuun. After seeing Furball in a fight, Aria befriends him. The men who attacked Furball contact Darkseid, who is after Aria. Darkseid comments that after 1,000 years of searching and 11 years of waiting, he has found what he's been looking for. Darkseid goes to Francis Campbell, the father of the twins Aria and Coda. Coda is in a tank. Lobo, Darkseid's pet project, appears. Note: First appearance of Aria Campbell. (Raspler; Gordon; Giffen/ Gordon)
title: story two: untitled
comments: The Dominators discuss the escaped Batch SW6 and Project Champion. Project Champion, a.k.a. B.I.O.N., was based on the Computo matrix and spliced with SW6 genes. The Dominators send their project on a field test. B.I.O.N. kills Atmos. Devlin O'Ryan's encounters with the mystery people continue (he confuses the SW6 Vi for the adult Vi). Note: First appearance of B.I.O.N.. (Raspler; the Bierbaums/ Giffen; Giffen/ Gordon)

**HAWKWORLD [second series] ANNUAL** # 2
cover date: 1991
title: "Racing Against Time"
comments: Armageddon: 2001 saga. L.E.G.I.O.N. cameo.

**L.E.G.I.O.N. '91** # 30
cover date: August 1991
title: "Welcome to the War!"
comments: New applicants apply to L.E.G.I.O.N.: Bertron Diib, A.I.-11 codename: Darius, Amon Hakk, Jiv Reduu, Zena Moonstruck, Ig'nea of Esprito Pyrokine, Borb Borbb, Davroth Catto of Oziman, and Lydea Mallor. Jiv Reduu (an applicant with powers similar to Legion's Bouncing Boy) is rejected outright. The others are accepted as new recruits. Marij'n attempts to determine the source of Captain Comet's headaches but her machinery blows up. Elsewhere, crime kingpin Maxx G'odd discusses the spy he has planted in L.E.G.I.O.N.. Stealth returns to Cairn.

**WAR OF THE GODS** # 1
cover date: September 1991
title: "Hellfire's Web"
comments: L.E.G.I.O.N. appears. Captain Marvel battles Lobo.

**LEGION OF SUPER-HEROES [fourth series]** # 22
cover date: September 1991
title: story one: "The Quiet Darkness Part Two"
comments: Darkseid and Francis Campbell discuss "the Gemini Matrix". Coda mentally contacts his twin Aria to say "good-bye". Brainiac 5 finds Aria. Brainiac 5 knows of Campbell and the Gemini Matrix. Francis was one of the only non-Coluans to be offered the title "Brainiac"; he turned it down. Brainiac 5 reveals to Aria that Furball is Brin Londo. Lobo finds Aria. (Raspler; Gordon; Giffen/ Gordon)
title: story two: untitled
comments: Dominators talk about getting the SW6 back. In the Altair sector, on a Dark Circle outpost, Valor accesses a computer and learns of the Dark Circle's Doppleganger Operation. He learns that the Dark Circle planned to clone and substitute the real Legion ... and quite possibly succeeded! (Raspler; Giffen/ the Bierbaums/ McCraw; Pearson/ Christian)

**WHO'S WHO IN THE DC UNIVERSE** # 12
cover date: September 1991 (August 1991 in indicia)
title: untitled
comments: Who's Who features include pages on: Blasters, Stealth.

**L.E.G.I.O.N. '91** # 31
cover date: September 1991
title: "Where Dreams End"
comments: War of the Gods part 6. Stealth and Phase ignore Dox's demands to see them. Dox sends Telepath to keep an eye on Lobo. Lobo takes him to a bar. Captain Marvel appears and a fight between him and Lobo ensues. Back on Cairn, Dox demands to see his son.

**JUSTICE LEAGUE EUROPE ANNUAL** # 2
cover date: 1991
title: "Too Much Time"
comments: Armageddon: 2001 saga. Waverider inadvertently transports BlueJay to a 30th century Legion of Super-Heroes try-out. Beetle Boy had just been rejected. When BlueJay appears out of nowhere, Lightning Lad, Saturn Girl, and Cosmic Boy feel that he would make an excellent member. When he tells the Legionnaires that his powers are not the ability to teleport but rather the ability to shrink and grows wings, he is rejected (and receives a Legion flight belt as a consolation prize). He is compared to rejected applicant Aphid Girl. The try-outs continue with Insulation Lad and Faucet Girl. BlueJay is then approached by Polar Boy, who invites him to join the Legion of Substitute Heroes. While at their meeting he is teleported back home (much to his relief). (Helfer; Giffen/ Jones; Swan/ Elliott)

**ARMAGEDDON: 2001** # 2
cover date: October 1991
title: untitled
comments: Lar Gand appears. (Peterson; O'Neil; Jurgens/ Thibert/ Mitchell/ Giordano)

**JUSTICE LEAGUE EUROPE** # 31
cover date: October 1991
title: "Things Fall Apart"
comments: Khunds appear.

**L.E.G.I.O.N. '91** # 32
cover date: October 1991
title: "The Seeds of Dissent"
comments: Spotlight on the new R.E.C.R.U.I.T.S.. Dox asks Stealth for their child; she tells Dox that she has hidden him. Ig'nea arrives for a dinner date with Dox. Maxx G'odd hires the Ice Man to kill the L.E.G.I.O.N.naires.

**L.E.G.I.O.N. '91 ANNUAL** # 2
cover date: 1991
title: "2001!"
comments: Armageddon: 2001 saga. As Telepath looks on, Waverider examines Lobo to determine if he will become Monarch. When Lobo is cleared, Waverider tracks down Vril Dox. Before Waverider can examine him, Dox traps him. Telepath had warned Dox and he was able to use his new tachyon technology to capture Waverider. Waverider explains his purpose and Dox allows himself to be examined. Waverider views Dox and his L.E.G.I.O.N. in 2001 A.D. and learns that, while Dox will not become Monarch, he could pose an even greater threat. Waverider explains that if Dox does not free him, the Computer Tyrants of Colu will succeed in bringing death and destruction to Earth. Vril Dox frees his captive.

**LEGION OF SUPER-HEROES [fourth series]** # 23
cover date: October 1991
title: story one: untitled: "the quiet darkness: part III" on cover
comments: Celeste's green energy manifests. Lobo takes the 12-year-old Aria. Brainiac 5 realizes that Darkseid is involved. (Raspler; Gordon; Giffen/ Gordon)
title: story two: (untitled)
comments: Laurel and Bounty meet with Circe. Devlin O'Ryan's encounters with the mystery people continue. In the Altair sector, Valor leaves Shadow Lass there and heads for Earth. (Raspler; Giffen/ the Bierbaums; Pearson/ Christian)

**WHO'S WHO IN THE DC UNIVERSE** # 13
cover date: October 1991 (September 1991 in indicia)
title: untitled
comments: Who's Who features include pages on: Dark Circle, Eclipso.

**L.E.G.I.O.N. '91** # 33
cover date: November 1991
title: "Fault Lines"
comments: Phony L.E.G.I.O.N. soldiers have been attacking member worlds and stirring up trouble. A traitor is now also suspected to exist. Stealth tells Lydea Mallor that it was Lydea who killed her mother Lyrissa. Dox comforts the distraught Lydea. Phase has Telepath scan Dox.

**JUSTICE LEAGUE EUROPE** # 32
cover date: November 1991
title: "The Center Cannot Hold"
comments: Khunds mentioned.

**JUSTICE LEAGUE QUARTERLY** # 5
cover date: Winter 1991
title: story one: "Be Careful What You Wish For!"
comments: Lar Gand visits Earth, the place where his father died. He spots an underwater craft in trouble and goes to help. Lar Gand collapses. It is later revealed that Professor Ivo's robots have been absorbing the powers of various heroes. Lar Gand's powers are restored. Note: This story is set before *JUSTICE LEAGUE AMERICA #52*. (Augustyn; Waid; McKone/ Pepoy)

**LEGION OF SUPER-HEROES [fourth series] ANNUAL** # 2
cover date: 1991
title: untitled: "The Legend of Valor" on cover
comments: The Dark Circle study the legend of Valor. Lar Gand was born to Kel and Marisa Gand of Daxam in the latter half of the 20th century. After Kel Gand is killed in the alien invasion of Earth, the teen-aged Lar becomes a force for good and joins Vril Dox's L.E.G.I.O.N.. Dox administers a serum which cures Lar Gand of the fatal reaction that all Daxamites have to lead. After leaving L.E.G.I.O.N., Lar Gand goes on to become Valor, a hero known throughout the galaxy. He settles for a time on Earth, making it his second home. Valor receives word of a time distortion in the Aetian sector and goes to investigate. He comes across a time traveler (Ultra Boy) being attacked by a Dominion fleet. Both heroes drive back the fleet. A renegade lower-caste Dominator attempts to aid the heroes and is shot down. Before he dies, he tells them that the fleet was intended to establish secret bases for another invasion of Earth. The time traveler fades. Valor heads to the Dominator homeworld, Elia, and attacks to dismantle their fleets. There he finds thousands of humans in prison camps. He discovers that the Dominators never ended their experiments on humans; experiments designed to utilize the humans' unique meta-gene. He attempts to free the prisoners but learns that he cannot stop many of the experiments without killing the subjects. He soon encounters the Sub-Domina, an underground group of rebels. One of their number, Shamarra, was the subject of an experiment which granted her the power to project intense cold. Valor finds a dissenting class of intellectuals and scientists who call themselves the diamond caste. Valor frees the diamond caste from their prisons. The underground attacks and Valor frees most of the remaining humans (he is forced to leave behind those who will die if their experiment is terminated). The battle goes on for days on end. The lower and middle castes of Elia begin showing sympathy to the rebel cause. Finally, Capital City-Island is the only major loyalist stronghold left. The ruling class order that the capital be removed from Elia and transported to a suitable new world. They sentence the rest of Elia to death and activate a doomsday program. Valor stops the rising capital from leaving Elia. An inertron shield rises and surrounds the capital ... if the ruling class can't leave, they will simply destroy the planet around them. Suddenly, the power shuts down and the shields drop. The rebels redirect the planet's power, which was fueling the doomsday program, into a planetary mindwipe. All banks containing knowledge of genetic sciences are wiped clean. Valor holds a court on the fate of the ruling class. He orders that their caste disks

be removed and that they live as untouchables. He offers the altered humans a chance to colonize a series of buffer planets, sentinel worlds, between the Dominion and Earth. Many agree. The members of the diamond caste decide to join the humans to help with the establishment of colonies. Among those worlds are: Braal, Bismoll, Carggg, Geequo, Janus, Lallor, Mlain, Myrnah, Somahtur, Thanar, Tharr, Winath, and Zwen. The Dominion fleet is appropriated to accomplish the great seeding exodus. The remaining members of the scientific castes are exiled to the Aral region, to the planet which will be known as Dolminus. (Without realizing it, Valor sent them into the heart of the Dark Circle. Dolminus joins the Dark Circle in the late 21st century. Full rigidity of the castes is restored on Elia during the regressions of the 28th century wars.) During a brief period following the exodus, Valor is visited by the time-traveling Legion of Super-Heroes and is made an honorary member. Soon after, he challenges the armies of the renegade Grykk emperor Gennesaret. He battles warriors from the past and future and is beaten down. Glorith appears and dispatches them. She tells Valor that she is a time traveler from the future who is trying to set right things that are wrong. She tells Valor she came from the future because she has feelings for him. She wants him to return with her. Valor soon learns that she wants him to rule the universe at her side. Glorith tells Valor that she made him ... that she manipulated events to create the legend of Valor! (Interestingly, she states that if she had not manipulated events, someone else would have saved the humans and seeded the worlds.) Glorith demands that he return and be her consort. Valor spurns her. She says that he can come to her era the easy way or the hard way. Valor chooses the hard way. Glorith nullifies his anti-lead serum and sends him into the Buffer Zone for the next thousand years! During his time in the Zone, Valor learns to concentrate and eventually is able to view the real world from his phantom prison. After a thousand years of solitude, Valor spots another person in the Zone! It is Phantom Girl of the Legion of Super-Heroes. Phantom Girl spots him and eagerly returns to tell her teammates that the legendary Valor is alive in the Zone. Saturn Girl develops a temporary anti-lead serum, then they lock onto and retrieve Valor from his prison. He is quickly given the serum and helps the Legionnaires defeat an android threat from the past (an alien-looking Amazo-like creation of Professor Ivo). The serum soon wears off and Valor is returned to the Zone, with a promise that they will find a permanent cure soon. True to their word, Brainiac 5 soon develops a permanent cure and Valor is finally freed for good. Valor is greeted by a large crowd who praise him. He tells them he is not a god or a saint, that he is just a man. He says that if they want to honor him, they can do so by honoring each other. Note: This issue presents the “Glorith reality” life story of Lar Gand. (Raspler; Giffen/ the Bierbaums; Peterson/ Hanna)

**LEGION OF SUPER-HEROES [fourth series]** # 24

cover date: November 1991
title: story one: untitled: "the quiet darkness: part IV" on cover
comments: Brainiac 5 explains the Life Equation Matrix. It creates a "meta-form", the step between man and god. The Gemini Matrix, as it is also called, was used to divide Francis and Carole Campbell's child in the womb. Darkseid had lied to Francis about the process and his wife died. Darkseid and Francis dump Aria in a tank and the experiment begins. Legionnaires arrive, are greeted by Darkseid, and all watch as the procedure unfolds. It turns out that Aria and Coda only have one soul between them! The universe wants them together. Aria and Coda Campbell merge to form Gemini. Gemini tosses Lobo, revealing that he is a Probe. Darkseid destroys the Lobo Probe and then, to the shock of the Legionnaires, transforms Furball back into Brin Londo. Gemini "destroys" Darkseid, just as he had planned. Brainiac 5 looks at the now-adult Aria and states that the Gemini Effect is gone. Elsewhere, on another plane of existence, Darkseid walks with Coda. (Raspler; Gordon; Giffen/ Gordon)
title: story two: "The Adventures of B.I.O.N. Defender of Humankind"
comments: B.I.O.N. attacks Laurel Gand. The SW6 Vi brings Devlin O'Ryan to meet the other SW6 Legionnaires. Note: First full appearance of Batch SW6. (Raspler; Giffen/ the Bierbaums; Pearson/ Christian/ Abell/ Vancata)

**L.E.G.I.O.N. '91** # 34

cover date: December 1991
title: "Major Quake"
comments: Ice Man battles Lobo. Dox plans an award ceremony on Opatoshu-Alpha. He takes the L.E.G.I.O.N.naires and Ig'nea, his love, along. Phase remains on Cairn, where many member worlds are canceling their memberships. At the ceremony, Vril Dox disbands L.E.G.I.O.N.!

**WHO'S WHO IN THE DC UNIVERSE** # 14

cover date: November 1991
title: untitled
comments: Who's Who features include pages on: Invasion!, Lady Quark, Ranzz family, Valor.

**LEGION OF SUPER-HEROES [fourth series]** # 25
cover date: January 1992
title: untitled
comments: Devlin is shocked to learn that the SW6 Legionnaires have been in stasis for the past 17 years. They find their way to the surface. Dominators attack them from space and they find cover. Some of the SW6 heroes locate the Underground. They go with them to meet with Vidar. The other SW6 heroes and Devlin are captured by the Dominators. Devlin is shot by a Dominator and he manifests his reflective power for the first time. The Dominators are beaten. Elsewhere, the Dominators mention that they have lost B.I.O.N.. (Raspler; the Bierbaums; Abell/ Vancata)

**WAR OF THE GODS** # 4
cover date: December 1991
title: "In The Beginning ... There Was The End"
comments: Two versions of this issue exist. War of the Gods chapter 25. L.E.G.I.O.N. appears.

**L.E.G.I.O.N. '92** # 35
cover date: January 1992
title: "Aftershocks"
comments: The L.E.G.I.O.N.naires are furious at Dox for disbanding the organization. Strata tells him that they will go on without him. Dox informs them that they can't ... all resources are part of Dox's personal estate. Even the name is trademarked. On Cairn, the member worlds now express their concern as to what will happen to them if L.E.G.I.O.N. has really disbanded. Elsewhere, Ice Man informs Maxx G'odd that Lobo is dead. The L.E.G.I.O.N.naires leave Opatoshu-Alpha, however they lose control of their ship and crash land on a planetoid. At Lydea Mallor's suggestion, the R.E.C.R.U.I.T.S. decide to form their own L.E.G.I.O.N.. Vril Dox proposes to Ig'nea. On the planetoid, the L.E.G.I.O.N.naires are attacked.

**LEGION OF SUPER-HEROES ARCHIVES** volume 1
cover date: 1991
title: (*Legion* featurette reprint): SUPERMAN [first series] ANNUAL #4
title: (*Superboy* reprint): ADVENTURE COMICS # 247
title: (*Superboy* reprint): ADVENTURE COMICS #267
title: (*Supergirl* reprint): ACTION COMICS #267
title: (*Superboy* reprint): SUPERBOY [first series] #86
title: (*Superboy* reprint): ADVENTURE COMICS #282
title: (*Supergirl* reprint): ACTION COMICS #276
title: (*Superboy* reprint): SUPERBOY [first series] #89
title: (*Superman* reprint): SUPERMAN [first series] #147
title: (*Superboy* reprint): ADVENTURE COMICS #290
title: (*Superboy* reprint): ADVENTURE COMICS #293
title: (*Supergirl* reprint): ACTION COMICS #287
title: (*Supergirl* reprint): ACTION COMICS #289
title: (*Superboy* reprint): SUPERBOY [first series] #98
title: (*Legion* reprint): ADVENTURE COMICS #300
title: (*Legion* reprint): ADVENTURE COMICS #301
title: (*Legion* reprint): ADVENTURE COMICS #302
title: (*Legion* reprint): ADVENTURE COMICS #303
title: (*Legion* reprint): ADVENTURE COMICS #304
title: (*Legion* reprint): ADVENTURE COMICS #305

**WHO'S WHO IN THE DC UNIVERSE** # 15
cover date: January 1992
title: untitled
comments: Who's Who features include pages on: None.

**LEGION OF SUPER-HEROES [fourth series]** # 26
cover date: February 1992
title: "The Terra Mosaic"
comments: B.I.O.N. battles the adult Laurel Gand. Universo wants the Dominators' chambers. The Sub-Heroes attack the Weisinger chambers. Laurel escapes B.I.O.N., but he follows her to Talus HQ. (Eury; Giffen/ the Bierbaums; Giffen/ Pearson/ Gordon)

**THE LOBO COLLECTION** # nn
cover date: 1991
title: (*Lobo* reprints): LOBO [first series] #1-4
comments: This slipcase package contains three softcover books (*LOBO: THE LAST CZARNIAN*, *LOBO'S GREATEST HITS*, and *THE WISDOM OF LOBO*) and two sets of 8 Lobo postcards. *LOBO: THE LAST CZARNIAN (1991)* reprinted *LOBO [first series] #1-4*. This softcover, as well as *LOBO'S GREATEST HITS (1991)*, were also available separately.

**L.E.G.I.O.N. '92** # 36
cover date: February 1992
title: "In the Name of L.O.V.E."
comments: On a small planetoid, the stranded L.E.G.I.O.N.naires battle Maxx G'odd's super-powered agents. Captain Comet blasts them. On Cairn, Vril Dox's attorneys attempt to evict the remaining L.E.G.I.O.N.naires. Garryn Bek throws them in a holding cell. Garryn Bek, Phase, Marij'n, and Lady Quark decide that they are staying. Elsewhere, Lobo rises. Ig'nea introduces Vril Dox to her father ... Maximilian G'odd!

**JUSTICE LEAGUE INTERNATIONAL QUARTERLY** # 6
cover date: Spring 1992
title: story four: "Never Less Alone ..."
comments: Dominators mentioned.

**LEGION OF SUPER-HEROES [fourth series]** # 27
cover date: March 1992
title: untitled: "Showdown!" on cover
comments: Many captives of the Dominators are freed. Some are mind-wiped, some are not. Monica Sade is among them. The SW6 heroes contact Jacques Foccart and Tenzil Kem. The Legionnaires on Talus are attacked by B.I.O.N. but the creature is defeated. On Earth, Spider Girl appears with a mysterious canister. Note: First appearance of Monica Sade. (Eury; Giffen/ the Bierbaums/ McCraw; Giffen/ Pearson/ Harris)

**SUPERMAN [second series]** # 65
cover date: March 1992
title: "Head Man"
comments: Panic in the Sky 2nd Strike. Lar Gand arrives to help. Note: Follows a Prelude in *ACTION COMICS #674* and First Strike in *SUPERMAN: THE MAN OF STEEL #9*. Neither contained appearances by Lar Gand. (Carlin; Jurgens; Jurgens/ Breeding)

**WHO'S WHO IN THE DC UNIVERSE** # 16
cover date: February 1992
title: untitled
comments: Who's Who features include pages on: Devlin O'Ryan, Laurel Gand (corrected entry), Legion of Super-Heroes: the Beginning, Matrix/Supergirl, Prince Evillo.

**ADVENTURES OF SUPERMAN** # 488
cover date: March 1992
title: "Panic in the Sky Counter Strike!"
comments: Panic in the Sky 3rd Strike. Lar Gand appears. (Carlin; Ordway; Grummett/ Hazlewood)

**ACTION COMICS** # 675
cover date: March 1992
title: "Divide and Conquer"
comments: Panic in the Sky 4th Strike. Lar Gand appears. (Carlin; Stern; McLeod/ Rodier)

**L.E.G.I.O.N. '92** # 37
cover date: March 1992
title: "The G'odd Squad!"
comments: Killers attack the Cairn headquarters. Meanwhile, G'odd hires Vril Dox. The L.E.G.I.O.N.naires on the planetoid learn of G'odd. The L.E.G.I.O.N.naires on Cairn also learn of G'odd. Stealth contacts Phase and they form a plan of action.

**DIRECT CURRENTS** # 50
cover date: May 1992
title: none
comments: This monthly giveaway contains listings of the DC titles scheduled to appear in the coming month. The back cover of this issue previews the cover of *DC SILVER AGE CLASSICS ADVENTURE COMICS #247.*

**SUPERMAN: THE MAN OF STEEL** # 10
cover date: April 1992
title: "Tidal Wave!"
comments: Panic in the Sky 5th Strike. Lar Gand appears. (Carlin; Simonson; Bogdanove/ Janke)

**LEGION OF SUPER-HEROES [fourth series]** # 28
cover date: April 1992
title: untitled: "The Sizzling Story of Sun Boy!" on cover
comments: The suffering Dirk Morgna has flashbacks of his life (e.g., childhood, origin of powers, Black Dawn). It is revealed that Dirk finally turned his back on Earthgov and donned his Sun Boy costume just before the planet-wide explosions. The Sub-Heroes find Dirk in a pod. Note: Echo and Crystal Kid shown to be former Legionnaires. (Eury; the Bierbaums; Giffen/ Pearson/ Gordon)

**SUPERMAN [second series]** # 66
cover date: April 1992
title: "Our Army At War"
comments: Panic in the Sky Final Strike. Lar Gand appears. (Carlin; Jurgens; Jurgens/ Breeding)

**ADVENTURES OF SUPERMAN** # 489
cover date: April 1992
title: "Panic in the Sky Epilogue: Hail the Conquering Heroes"
comments: Panic in the Sky Epilogue. Lar Gand appears. (Carlin; Ordway; Grummett/ Hazlewood)

**ARMAGEDDON: INFERNO** # 1
cover date: April 1992
title: "Seeds of Doom"
comments: Waverider plucks Jo Nah from the recent 20th century past. The timeline of the Legion of Super-Heroes is referred to as unstable. Lobo and L.E.G.I.O.N. are mentioned. (O'Neil; Ostrander; McDonnell/ Mandrake/ A. Adams/ Netzer/ Simonson/ Solotoff)

**DC SILVER AGE CLASSICS ADVENTURE COMICS # 247**
cover date: 1992
title: (*Superboy* reprint): ADVENTURE COMICS #247
comments: Reprint of the first appearance of the Legion of Super-Heroes.

**JUSTICE LEAGUE SPECTACULAR** # 1
cover date: 1992
title: "Team Work"
comments: Dominators appear. Two variant covers exist.

**L.E.G.I.O.N. '92** # 38
cover date: April 1992
title: "Welcome to the Palace of Pleasure"
comments: Lobo fights the Ice Man. Dox sees a gardener accidentally spray Ig'nea. He watches in horror as she mentally forces him to kill himself. Dox realizes he has been duped and goes after G'odd. The L.E.G.I.O.N.naires use the super-villains' spacecraft to land on G'odd's world and they attack. Ice Man escapes from Lobo. An agent calls G'odd and informs him that the L.E.G.I.O.N. has arrived. G'odd instructs Ig'nea to kill Vril Dox.

**JUSTICE LEAGUE AMERICA** # 61
cover date: April 1992
title: "Born Once Again"
comments: Dominators appear.

**JUSTICE LEAGUE AMERICA** # 62
cover date: May 1992
title: "Pawns"
comments: Dominators appear.

**LEGION OF SUPER-HEROES [fourth series]** # 29
cover date: May 1992
title: untitled
comments: Brainiac 5 studies B.I.O.N.. Rond Vidar arrives on Talus. Valor tells the adult Legion that they could be the clones. The Sub-Heroes continue their work against the Dominators in the chambers on Earth. The Dominators re-seal the chambers. Sade escapes from the pods and finds the Subs. The SW6 Legionnaires convince Saturn Girl to do a surface probe on Universo. She picks up thoughts of the Dark Circle. The Dominators decide to send Flare, Elasti-Kid 5, Alloy 12, and Ghost 6 against the Subs. Earth President Tayla Wellington is assassinated on television when she attempts to warn Earth of the Dominator's secret occupation of the planet. (Eury; Giffen/ the Bierbaums/ McCraw; Giffen/ Pearson/ Gordon)

**ARMAGEDDON: INFERNO** # 2
cover date: May 1992
title: "Sea of Trouble"
comments: Lobo and Vril Dox of L.E.G.I.O.N. appear. (O'Neil; Ostrander; McDonnell/ Simonson/ Netzer/ Solotoff)

**L.E.G.I.O.N. '92** # 39
cover date: May 1992
title: "Payback Time!"
comments: L.E.G.I.O.N. battle the forces of G'odd. Dox finds and captures G'odd. He then feeds G'odd to his own pet dragon. Ig'nea finds her father half devoured. Dox grabs her. Ig'nea tries to mentally force Dox to love her again but fails. They fight. By the time the L.E.G.I.O.N.naires arrive, Ig'nea has fled. Dox declares that L.E.G.I.O.N. lives!

**LEGION OF SUPER-HEROES [fourth series]** # 30
cover date: June 1992
title: untitled: "Ambush!" on cover
comments: Plans on Weber's World are formed to attack the Dominator fleet. On Earth, the SW6 heroes leave Universo. The U.P. fleet arrive at Earth. The Sub-Heroes find proton jelly waste from the 24th century in the tunnels. Flare and the others attack the Sub-Heroes but are defeated. (Eury; Giffen/ the Bierbaums/ Pearson; Giffen/ Pearson/ Story)

**ARMAGEDDON: INFERNO** # 3
cover date: June 1992
title: "The Last Hope"
comments: Lobo appears (no L.E.G.I.O.N. appearances). Some heroes are transported to the 30th century, to the day after the Moon exploded, to battle forces of evil. (O'Neil; Ostrander; McDonnell/ A. Adams/ Simonson/ Solotoff/ Austin)

**L.E.G.I.O.N. '92** # 40
cover date: June 1992
title: "Costs"
comments: L.E.G.I.O.N. stop trouble between the Enballinns and the Kyaltecs. Captain Comet confronts Garryn Bek about his feelings for Marij'n. Lady Quark sees a vision of Lord Volt, her late husband.

**LEGION OF SUPER-HEROES [fourth series] ANNUAL** # 3
cover date: 1992
title: story one: "Full Moon Fever" Chapter One
comments: Aria, the Gemini Matrix, can't bear to see Timber Wolf suffer any longer from his zuunium addiction. She decides she will use her powers to cure him. She talks of traveling back in time to stop him from taking his first injection, thus altering history. As she attempts to enter the timestream, Timer Wolf distracts her and they both vanish. Brainiac 5 theorizes on what has happened to them. (Eury; Gordon; Haynes/ Montgomery/ Gordon)
title: story two: "Full Moon Fever Chapter Two Or: I Used To Be An Animal But I'm All Right Now"
comments: Timber Wolf and Aria appear in the 20th century. Timber Wolf looks physically different and is wearing a new costume. Aria had succeeded in traveling back 19 years to Zuun, however Timber Wolf was brought with her. Because no time traveler can co-exist with a past self, the duo was immediately shunted back into the timestream, where they hurtled back a thousand years. In text: In the 30th century, Brainiac 5 has studied 20th century films of Timber Wolf. He believes that Timber Wolf is pivotal at certain junctures and that he is fulfilling his destiny. Note: Continues in the preview in *LEGION OF SUPER-HEROES [fourth series] #34*. (Eury; Gordon; Phillips/ Dell)
title: story three: untitled
comments: The Ranzzes hold a christening for Dacey and Doritt. The following week, Imra sees Garth and Proty II talking to other Proteans. Later, Imra and Garth talk of the time when he was "dead". Lydda Krinn goes into labor. Garth tells the Proteans that he can't go with them to help Kid Quantum. It is revealed that the true Garth actually died all those years ago ... that the soul of the first Proty inhabits Garth's form! Garth's sister Ayla overhears ... deep down, she already knew. Lydda's baby is born. Later, Garth considers telling Imra the truth, but decides not to. Note: Statues of Blok and Kid Quantum are depicted in the garden. (Eury; the Bierbaums; Peterson/ Hanna)

**L.E.G.I.O.N. '92** # 41
cover date: Early July 1992
title: "Caring"
comments: Garv and Lady Quark investigate a large space organism. After contact with them is lost, L.E.G.I.O.N. track them down. Stealth knows the organism and explains that "she" watches over many alien children within her large form. One of the residents of this creature is Stealth's son!

**ECLIPSO: THE DARKNESS WITHIN** # 1

cover date: July 1992
title: "All Men Make Faults"
comments: On October 6, 1890, the Heart of Darkness, a man-sized black diamond, is discovered. In 1891, a gem cutter cuts it into one thousand smaller, identical diamonds. In the present, Lar Gand flies over a crater on the far side of the Moon. Although he has flown over this area before, he sees an enormous structure that he knows was not there before. He lands and examines it, noting that it appears to be organic. He enters the structure and encounters the evil Eclipso. The structure is actually a part of Eclipso. Within his palace, Eclipso is able to amplify the slightest grievance into uncontrollable, raw anger. He does so to Lar and possesses him. Eclipso realizes that super-humans are an untapped resource and decides on a direct approach. On Earth, other diamonds and other Eclipsos begin to surface. Note: This issue appeared in two versions: one with, and one without, a black diamond attached to the front cover. (Eury; Giffen/ Fleming; Giffen/ Sears/ Elliott/ Pennington)

**LEGION OF SUPER-HEROES [fourth series]** # 31

cover date: July 1992
title: untitled: "The Elements of Heartbreak!" on cover
comments: Jan Arrah learns of Shvaughn Erin's transformation from a man (Sean) to a woman. The adult Valor meets the SW6 Valor. Leland McCauley is shown to possess the Emerald Eye. (Eury; Giffen/ the Bierbaums; Giffen/ Doran/ Swan/ Gordon/ Kesel)

**ARMAGEDDON: INFERNO** # 4

cover date: July 1992
title: "Gathering of Heroes"
comments: Jo Nah appears. Lobo appears (no L.E.G.I.O.N. appearances). Other heroes conclude their battle in the 30th century. (O'Neil; Ostrander; Giordano/ McDonnell/ A. Adams/ Mandrake/ Netzer/ Simonson/ McLaughlin/ Solotoff/ Austin)

**SUPERMAN: MAN OF STEEL ANNUAL** # 1

cover date: 1992
title: "The Gathering Darkness"
comments: Eclipso: Darkness Within saga. 20th century Lar Gand appears. (Carlin; Fleming; Wozniak/ Vancata)

**L.E.G.I.O.N. '92** # 42
cover date: Late July 1992
title: "Revolution"
comments: Dox, Phase, L.E.G.I.O.N. soldiers, and the R.E.C.R.U.I.T.S. try to stop a revolution on Arga-Prime. Elsewhere, within the large space organism, Stealth tells the others how she came to leave her child with this entity. On Arga-Prime, the rulers feel that L.E.G.I.O.N. is getting too close to the rebels and must die.

**DETECTIVE COMICS ANNUAL** # 5
cover date: 1992
title: "Acts of Madness!"
comments: Eclipso: Darkness Within saga. 20th century Lar Gand appears behind the scenes only, no actual appearances.

**GREEN LANTERN [third series] ANNUAL** # 1
cover date: 1992
title: "Diamond Rings"
comments: Eclipso: Darkness Within saga. 20th century Lar Gand appears behind the scenes only, no actual appearances.

**L.E.G.I.O.N. '92** # 43
cover date: Early August 1992
title: "Something in the Air"
comments: Phase discovers information on the Council and rebels of Arga-Prime. Lobo confronts Dox about one of his space dolphins, killed by the Ice Man. Lobo had vowed to serve Dox provided Dox protected the dolphins. Dox beats Lobo in Zelorian chess to put Lobo in his debt once again. Stealth and the others leave her child with the space organism and head to Arga-Prime. Later, Dox and L.E.G.I.O.N. capture the Council. The Council proclaim that they will not let the rebels rule, and have released a virus into the oceans which will kill <u>all</u> 24 million natives of the planet.

**SUPERMAN [second series] ANNUAL** # 4
cover date: 1992
title: "Enduring the Night!"
comments: Eclipso: Darkness Within saga. 20th century Lar Gand appears. (Carlin; Vado; Benefiel/ Scott)

**JUSTICE LEAGUE AMERICA ANNUAL** # 6
cover date: 1992
title: "Maximum Eclipse"
comments: Eclipso: Darkness Within saga. 20th century Lar Gand appears. (Augustyn; Jurgens/ Mishkin; Cockrum/ Marzan)

**LEGION OF SUPER-HEROES [fourth series]** # 32
cover date: August 1992
title: untitled: "The First To Fall!" on cover
comments: R. J. Brande vanishes. Reep begins a search. Elsewhere, the Dominator homeworld Elia is being overrun. Bounty and Circe capture Spider Girl. The Subs feign surrender. The SW6 heroes help the Subs escape from the Dominators. Grimm admits he set off the chamber's self-destruct device. All chambers across the globe, several square miles at each location, explode. The SW6 Chameleon Boy, Karate Kid, and Princess Projectra are killed. (Eury; Giffen/ the Bierbaums; Giffen/ Pearson/ Story/ Gordon)

**DEMON [third series] ANNUAL** # 1
cover date: 1992
title: "Ex-Nihilo ... Death!"
comments: Eclipso: Darkness Within saga. 20th century Lar Gand appears behind the scenes only, no actual appearances.

**GREEN ARROW [second series] ANNUAL** # 5
cover date: 1992
title: "Angels of Vengeance"
comments: Eclipso: Darkness Within saga. 20th century Lar Gand appears. (Gold; Byam; Von Eeden/ Springer)

**ACTION COMICS** # 680
cover date: August 1992
title: "Payment Due"
comments: What appears to be the Emerald Eye is shown in Blaze's dimension.

**ACTION COMICS ANNUAL** # 4
cover date: 1992
title: "Living Daylights"
comments: Eclipso: Darkness Within saga. 20th century Lar Gand appears behind the scenes only, no actual appearances.

**FLASH [second series] ANNUAL** # 5
cover date: 1992
title: "Run-In!"
comments: Eclipso: Darkness Within saga. 20th century Lar Gand appears behind the scenes only, no actual appearances.

**L.E.G.I.O.N. '92** # 44
cover date: Late August 1992
title: "A Hard Rain's Gonna Fall"
comments: Dox and Marij'n attempt to kill the virus. Phase pleads with the member worlds for help but only some agree. Captain Comet has another of his attacks. Lobo kills the Council of Arga-Prime. Hal Jordan, the Green Lantern of Space Sector 2814, arrives in response to Garryn Bek's request for help. On Arga-Prime, it begins to rain!

**HAWKWORLD [second series] ANNUAL** # 3
cover date: 1992
title: "Dark Forces"
comments: Eclipso: Darkness Within saga. 20th century Lar Gand appears behind the scenes only, no actual appearances.

**WONDER WOMAN [second series]** # 66
cover date: September 1992
title: "A Sudden Deadly Leap"
comments: Durlan reference in opening sequence. No Legion appearances.

**DEATHSTROKE, THE TERMINATOR ANNUAL** # 1
cover date: 1992
title: "A Thousand Points of Night"
comments: Eclipso: Darkness Within saga. 20th century Lar Gand appears behind the scenes only, no actual appearances.

**LEGION OF SUPER-HEROES [fourth series]** # 33
cover date: September 1992
title: untitled: "Whatever Happened to Kid Quantum?" on cover
comments: Cham arrives on the planet Yal. A contact tells the Dominators that R. J. Brande is searching for the "Soul of Antares", so they send Hunter to Yal. Cham finds R. J. Brande. The Dominators review the origin of the Soul of Antares (Glorith attempted to enslave the Proteans in 2973). Hunter arrives. Rouvin (a.k.a. the late Kid Quantum a.k.a. the Soul of Antares) gives himself up so that Hunter does not harm Brande or Cham. The Proteans defeat Hunter. All head to Antares to restore the Protean race. The pilot is "instructed" by the Emerald Eye to bring them to Gallan. On Earth, Bobb Kohan (Crystal Kid), April Dumaka (later Catspaw), Danielle Foccart (Computo), and Xao Jin (later Dragonmage) are among some who are released from the chambers by the SW6. Note: First full appearance of Kid Quantum (statue shown previously). First appearance of April Dumaka and Xao Jin. (Eury; the Bierbaums; Williams/ Sprouse/ Story)

**ROBIN ANNUAL** # 1
cover date: 1992
title: "The Anarky Ultimatum"
comments: Eclipso: Darkness Within saga. 20th century Lar Gand appears behind the scenes only, no actual appearances.

**NEW TITANS ANNUAL** # 8
cover date: 1992
title: "A Thousand Points of Light ... Part Two: Pressure!"
comments: Eclipso: Darkness Within saga. 20th century Lar Gand appears behind the scenes only, no actual appearances.

**AMBUSH BUG NOTHING SPECIAL** # 1
cover date: September 1992
title: untitled
comments: This one-shot takes place outside of regular DC continuity. Lar Gand appears in a feature entitled "The Book of Jobs Lesson Number Three: "The Sky's the Limit!"". The SW6 Cosmic Boy, Live Wire, and Saturn Girl appear in "If Schwartz Be My Destiny!". L.E.G.I.O.N., Proty, and Lar Gand appear in "Where's Irwin?".

**JUSTICE LEAGUE EUROPE ANNUAL** # 3
cover date: 1992
title: "Eclipso Over London"
comments: Eclipso: Darkness Within saga. 20th century Lar Gand appears behind the scenes only, no actual appearances.

**L.E.G.I.O.N. '92 ANNUAL** # 3
cover date: 1992
title: "Chasing Shadows"
comments: Eclipso: Darkness Within saga. A L.E.G.I.O.N. delegation arrives on Earth and addresses the United Nations. Elsewhere on Earth, Dox and Lady Quark acquire one of Eclipso's black diamonds. The goodwill mission to Earth is a farce. Dox goes with the other L.E.G.I.O.N.naires to dinner, leaving Lady Quark behind to guard the black diamond. He also leaves Lobo behind. Lobo grabs the diamond from Lady Quark and is transformed into an Eclipso. He battles Quark and the others. Lady Quark grabs the diamond and is transformed into an Eclipso. She battles the others, as well as the Justice League. Phase gets the truth about their trip to Earth out of Dox. Continued in *ADVENTURES OF SUPERMAN ANNUAL #4* and *ECLIPSO: THE DARKNESS WITHIN #2*. 20th century Lar Gand appears behind the scenes only, no actual appearances.

**WONDER WOMAN [second series]** # 67
cover date: October 1992
title: "Barren, Rocky, And Cold"
comments: A Khund appears. No Legion appearances.

**WONDER WOMAN [second series] ANNUAL** # 3
cover date: 1992
title: "Shadows and Eclipses"
comments: Eclipso: Darkness Within saga. 20th century Lar Gand appears behind the scenes only, no actual appearances.

**ADVENTURES OF SUPERMAN ANNUAL** # 4
cover date: 1992
title: "In Blackest Night"
comments: Eclipso: Darkness Within saga. Continued from *L.E.G.I.O.N. '92 ANNUAL #3*. The L.E.G.I.O.N.naires search for the eclipsed Superman. They try to locate his fortress at the south pole to no avail. They receive a call that Superman is hiding out in Kilauea volcano on the island of Hawaii. They rendezvous with some of Earth's heroes. Vril Dox and Hawkman choose a team to enter the volcano. The heroes battle Superman. Lobo is downed and the rest retreat. The Sun will set soon, so Guy Gardner attacks again on his own but is defeated. The heroes strike again with a plan. Metamorpho causes Kilauea to erupt. Lobo prevents Superman from burrowing deeper into the ground. The volcano erupts and Superman and the heroes are thrown out. They are too late however ... the Sun has set. Guy travels to the Sun and returns with solar matter. Superman is freed from Eclipso's control. Later, the heroes rescue Starman, unaware that he is still possessed by Eclipso. Starman tells them that they must all attack his base on the dark side of the Moon. This story concludes in *ECLIPSO: THE DARKNESS WITHIN #2*. 20th century Lar Gand appears. (Carlin; Fleming; McLeod)

**LEGION OF SUPER-HEROES [fourth series]** # 34
cover date: October 1992
title: main story: untitled
comments: On Weber's World, Leland McCauley offers his services. The United Planets attack Earth. Universo foils a signal to the Dark Circle that it is time to take Earth. Circe purges the entire Dominator computer system. Full-scale war between the United Planets and Earth erupts. Jacques Foccart is notified that Sade killed Grimm for setting off the self-destruct device. A burning Dirk Morgna rises up. Laurel Gand disables the Dominator command ship. The Dominator homeworld, Elia, abandons Earth to protect its own world. (Eury; Giffen/ the Bierbaums/ Pearson; Giffen/ Pearson/ Story)
title: preview: untitled
comments: Six page preview of Timber Wolf mini-series. (Eury; Gordon; Phillips/ Gordon)

**BATMAN ANNUAL** # 16
cover date: 1992
title: "By Darkness Possessed"
comments: Eclipso: Darkness Within saga. 20th century Lar Gand appears behind the scenes only, no actual appearances.

**BATMAN: LEGENDS OF THE DARK KNIGHT** # 38
cover date: October 1992
title: "Legend of the Dark Mite"
comments: A madman has delusions of Bat-Mite's world. The Stupid Hero Club House and Bouncing Mite are depicted.

**L.E.G.I.O.N. '92** # 45
cover date: October 1992 (September 1992 on cover)
title: "New Perspectives"
comments: Rain falls on Arga-Prime. Fearing that the rain contains the deadly virus, everyone panics. Dox appears on a vid-screen and informs everyone that the rain is not contaminated. L.E.G.I.O.N. had forced it to rain. It will be 72 hours before the infected oceans will form new clouds. An unconscious Captain Comet's powers go crazy and threaten the ship. Marij'n is injured. Phase stops Dox from killing Comet. Dox has Phase seal him in the lab with Comet. Comet awakens and Dox quickly learns that he is possessed. The entity orders Dox to summon Lady Quark. Ships from the member worlds arrive at Arga-Prime. Hal Jordan helps with the evacuation. In the lab, Dox refuses to help the entity and is attacked. Lady Quark is soon called to the lab. When she arrives, it is revealed that the entity needs her for procreation.

**ECLIPSO: THE DARKNESS WITHIN** # 2
cover date: October 1992
title: "Brilliant Men"
comments: A group of Earth's heroes, along with the L.E.G.I.O.N.naires, find the heroes possessed by Eclipso. When an eclipse occurs, a tunnel of darkness appears between the Earth and the Moon and the possessed heroes are transported to Eclipso's palace. Vril Dox alerts all of Earth's heroes who have ever encountered Eclipso that they should all meet at a rendezvous point. Starman keeps insisting that they go to the Moon immediately, however Dox ignores him. Meanwhile, on the Moon, Eclipso absorbs all the mind-slaves with the exception of Lar Gand. When the heroes finally arrive at the Moon, Eclipso sends Lar to attack them. Once inside, Starman reveals to the heroes that he is a mind-slave. Eclipso easily possesses them all. He still wants revenge on Bruce Gordon so he expels Gordon's lover, Mona Hamilton, to use as a hostage. Suddenly, a flash of bright light! Gordon and Superman have arrived with reinforcements! Each of the warriors carries a solar weapon which they use to battle and free Eclipso's mind-slaves. Outside, Lar Gand attacks Superman. After a fierce battle, Superman defeats Lar. Starman finds Gordon setting a large solar bomb. In order to run interference, he goes to the main chamber, flares up, and then goes nova! Lar

Gand wakes up realizing that Gordon is still inside. Lar goes back inside and finds Eclipso on the verge of killing Gordon. At that moment, the solar bomb detonates. Lar barely saves Gordon. Believing Eclipso destroyed, L.E.G.I.O.N. leaves. Superman tells Lar Gand that what he did was a great act of valor. Superman comments that Lexcorp will care for Lar when they return to Earth. Note: It is Superman's statement at the end of this issue which leads Lar Gand to adopt the name "Valor". The Lar Gand plotline continues in *VALOR #1*. (Eury; Giffen/ Fleming; Giffen/ Sears/ Pennington/ Elliott/ Kryssing)

**VALOR** # 1
cover date: November 1992
title: "Endgame"
comments: Eclipso: the Darkness Within aftermath. Valor is studied by a Lexcorp psychologist after the Eclipso trauma. Later, Lex Luthor shows the psychologist a captured alien spacecraft in his possession. Valor receives a mental image of Lunar City in South America and goes to investigate. Luthor sends a video drone to follow him. Once there, Valor battles a group of Eclipsos. He learns that Eclipso plans on pulling the Moon into the Earth, destroying all life on the planet. Eclipso tries to gain control of Valor with a black diamond but fails. The Sun rises and the Eclipsos disappear. Valor is relieved that he successfully hid his anger against his father from Eclipso. His anger would have triggered a possession. Luthor sends Supergirl to retrieve Valor. Note: This issue continues the plotline that began in *ECLIPSO: THE DARKNESS WITHIN #1-2*. (Eury; Fleming; Bright/ Gordon)

**WONDER WOMAN [second series]** # 68
cover date: November 1992
title: "Breaking Bonds"
comments: A Khund and a Daxamite appear. No Legion appearances.

**LEGION OF SUPER-HEROES [fourth series]** # 35
cover date: Early November 1992
title: untitled: "Sun Boy Meets Sun Boy?!!" on cover
comments: The SW6 Valor attacks the Dominator fleet. Messages come over all McCauley omnicoms ... liberation is at hand! The SW6 Sun Boy finds the suffering Dirk Morgna. Earth's defenders begin winning on all fronts. Foccart notifies the Dominators that they have lost. The Dominators surrender. The U.P. allows the Dominator fleet to return to Elia to aid in that world's defense. After three days, the war is over. The Council appoints Jacques Foccart as new Earth President. Leland McCauley and Universo are together on Gallan. The omnicom message, combined with Universo's hypnotism, has planted subliminal seeds. (Eury; Giffen/ the Bierbaums; Giffen/ Pearson/ Story)

**L.E.G.I.O.N. '92** # 46
cover date: November 1992
title: "Transitions"
comments: Dox battles the possessed Captain Comet. Hal Jordan and the others continue the evacuation of Arga-Prime. The L.E.G.I.O.N.naires arrive to help Dox stop the entity. Dox quickly creates a canister of bio-matter encoded with Lady Quark's D.N.A.. Phase uses her phase powers to disrupt the entity out of Captain Comet. Garv throws the canister, which absorbs the entity. A hideous creature erupts from the bio-matter.

**LEGION OF SUPER-HEROES [fourth series]** # 36
cover date: Late November 1992
title: untitled: "Bounty vs. Sade!" on cover
comments: Conclusion of the Terra Mosaic epic. Bounty and Circe argue about killing Dirk. Bounty sees Sade and attacks. Sade fires point blank, critically injuring Bounty. The "Bounty" entity leaves its host ... who turns out to be Dawnstar. Circe kills Dirk, her lover, out of mercy and then commits suicide. Valor leaves to meet up with Shady. Jan Arrah also leaves. (Eury; Giffen/ the Bierbaums; Giffen/ Pearson/ Story)

**TIMBER WOLF** # 1
cover date: November 1992
title: "Twentieth-Century Wolf"
comments: Five issue mini-series. Timber Wolf and Aria appear in the 20th century. Introducing Thrust, whose mother is a Durlan and who speaks 20th century Interlac. It is implied that Thrust's father is Lobo. Note: A preview of this issue appeared in *LEGION OF SUPER-HEROES [fourth series] #34*. (Eury; Gordon; Phillips/ Gordon)

**DIRECT CURRENTS** # 58
cover date: January 1993
title: none
comments: This monthly giveaway contains listings of the DC titles scheduled to appear in the coming month. The back cover of this issue reprints the Superman funeral poster.

**VALOR** # 2
cover date: December 1992
title: "Boy Meets Supergirl"
comments: Valor builds a shrine to honor the memory of his father. Supergirl arrives and requests that he return with her to Lexcorp. When he resists, she attacks him and a fight ensues. During the battle, the shrine is destroyed and the fighting stops. Supergirl assumes Luthor's appearance and demands that Valor follow him to Lexcorp. Valor is intimidated into complying. When he arrives, he meets the real Luthor at the door. Luthor shows a captured alien spacecraft to Valor and asks that he repair it for Lexcorp. Valor loves mechanics and spacecraft and eagerly agrees. Elsewhere, Supergirl rebuilds the shrine. (Eury/ Carlson; Fleming; Bright/ Gordon)

**WONDER WOMAN [second series]** # 69
cover date: December 1992
title: "Noble Pyrates All"
comments: A Khund, a Dominator, and a Daxamite appear. No Legion appearances.

**LEGION OF SUPER-HEROES ARCHIVES** volume 2
cover date: 1992
title: (*Legion* reprint): ADVENTURE COMICS #306
title: (*Legion* reprint): ADVENTURE COMICS #307
title: (*Legion* reprint): ADVENTURE COMICS #308
title: (*Legion* reprint): ADVENTURE COMICS #309 (story one)
title: (*Legion* reprint): ADVENTURE COMICS #310
title: (*Legion* reprint): ADVENTURE COMICS #311
title: (*Legion* reprint): ADVENTURE COMICS #312
title: (*Jimmy Olsen* reprint): SUPERMAN'S PAL, JIMMY OLSEN #72
title: (*Legion* reprint): ADVENTURE COMICS #313
title: (*Legion* reprint): ADVENTURE COMICS #314
title: (*Legion* reprint): ADVENTURE COMICS #315 (story one)
title: (*Legion* reprint): ADVENTURE COMICS #316
title: (*Legion* reprint): ADVENTURE COMICS #317
title: (*Legion* featurette reprint): SUPERMAN [first series] ANNUAL #4
title: (*Legion* featurette reprint): ADVENTURE COMICS #316

**LEGION OF SUPER-HEROES [fourth series]** # 37
cover date: Early December 1992
title: untitled: "Star Boy Returns In A League Of His Own!" on cover
comments: An armored intruder (Luornu Taine's second body) kidnaps Imra Ranzz on Winath. On Naltor, Thom Kallor, coach of the Naltor Dreamers, arrives for the Batball Galaxy Series. Thom's wife, Yvyya, is the team's owner. The Dreamers play against the Toonar Pilots. The SW6 Valor attempts to take a salvaged time bubble to 2978 A.D.. A burst of lightning causes Valor and the bubble to violently vanish. (Eury; the Bierbaums; Brigman/ Dell)

**L.E.G.I.O.N. '92** # 47
cover date: December 1992
title: "A Culmination of Patterns"
comments: The entity transforms the bio-matter into a body. Back-ups arrive. The entity leaves. Dox collapses from exhaustion. In space, Lobo fights Hal Jordan. Refugees from Arga-Prime are brought to Cairn. One of the refugees who had saved a vial of the virus relents and destroys it.

**THE DARKSTARS** # 3
cover date: December 1992
title: "A Little Help From My Friends"
comments: The Darkstar Colos tells his new deputies that the Darkstars were created by the Controllers. No actual Controller appearances. Future non-appearance references to the Controllers will not be noted.

**LEGION OF SUPER-HEROES [fourth series]** # 38
cover date: Late December 1992
title: untitled: "The End" on cover
comments: Devlin O'Ryan chronicles the following: A runaway chain reaction had been triggered when the chambers were destroyed. Both the adult and SW6 Brainiac 5 learn that this disaster was caused by the proton jelly wastes buried 600 years before. A mass evacuation of Earth begins. Since the Great Wars of the 28th century, 480 of the Earth's domed cities were equipped with the ability to rise up into space. Only 102 survived the Moon's destruction and the chamber explosions. 100 cities make it into space. Once there, 5 cities are lost. The 95 remaining cities are joined to form New Earth. New Earth is steered into the Bgztl Buffer Zone through a 1,000 mile wide warp opening. 94 of the cities survive the trip. On June 4, 2995 - - with 2 billion people remaining on the planet - - Earth explodes. (Carlson/ Eury; Giffen/ the Bierbaums/ Pearson; Giffen/ Pearson/ Story)

**TIMBER WOLF** # 2
cover date: December 1992
title: untitled: "Twentieth-Century Wolf Chapter 2" assumed
comments: Dominators appear. (Carlson; Gordon; Phillips/ Gordon)

**WHO'S WHO IN THE DC UNIVERSE UPDATE 1993** # 1
cover date: December 1992
title: untitled
comments: Who's Who features include pages on: Eclipso, Ice Man, Ig'nea, Legionnaires, Timber Wolf, Valor.

## Section X - Justice League 2995 (part two):

The following is part two of an ongoing original story by AOL member StBehrens.

## Prelude: Old Things Are New Again

by Shaun Behrens

**What Has Gone On Before ....**

Alexander Wayne, the only son and heir to Bruce Wayne, has mysteriously appeared in the 30th century. Joining him is Fate, formerly known as Haarlack the Khund. Together, they are going to form a new Justice League, one that doesn't have the governmental trappings that bind the new Legion. The first member they review is Drake Burroughs.

While Wayne - - also known as the Griffin - - and Fate contemplate their membership drive, three other "mystery men" begin to uncover a conspiracy that could shake the galaxy to its core. These three are: David Emery, a latter day "Tasmanian Devil" known as Mischief; India Blue, the last of the Amazons; and Kevik Mann, a mysterious Australian Aboriginal. Before they can act on Mischief's findings, they are attacked by an unknown silver-skinned mercenary and her pet Branx Warrior!

## Chapter Two

Sydney Spaceport, Australia, Earth 2995.

Kevik Mann, the mysterious Aboriginal, jumped into action first; his skills finely honed through the years of wear and tear that he had experienced from one end of the universe to the other. His current partner, India Blue, was the last of her kind, an Amazon. She was not quite three steps behind Kevik, her natural ability making up for the wisdom he had, and she lacked.

"You think that those two hit back?" she asked, her voice trying hard to rise above the surrounding explosions, but sounding as if it were being heard from the opposite end of a wind tunnel.

Kevik turned to her - - but for a second - - "We must, India. David is in need, and we help people in need.".

With a graceful ease, he lunged out towards the upper corner of a building, whose infrastructure had been damaged, and flung himself off a metal brace high into the air. With pin-point accuracy he punched the silver-skinned women in the face, hoping to knock her unconscious. This brazen move had little effect, as she swatted Kevik Mann away with little effort.

"Do you presume to mess in affairs which you know not of, and expect to gain knowledge that is forever denied you?". Her voice was cold, seemingly without emotion, and if one were to look for that which was lacking, they had to go no farther than her eyes. Her eyes were glued on India Blue, and the hapless attack posture she had struck. Eyes that were at once devoid of life, yet reflecting back the cruel destiny of those around her.

"You wish to try and succeed where your superior had failed?"

India had stopped short of her would-be opponent and had watched how easily she had thrown Kevik aside. It pained her that she had let arrogance come in the way of the studies Kevik tried so valiantly to teach her. The art of combat and self-defense. She now stood poised, and knew not what to do; yet she didn't show it.

"First of all, he's not my superior - -"

"Perhaps lovers" the silver-skinned woman hissed, as a smile appeared to ripple across her face.

"- - partners!". India spun ahead, throwing in twists and somersaults that were foreign to her training, yet common to an Amazon.

Instinct.

She went low, hoping to kick the silver-skinned women's legs out from under her. She would have surely succeeded in this move were it not for the animalistic instincts of the Branx Warrior.

It had moved out of the background and into the foreground, its speed was amazing, even with David Emery thrown over his shoulder.

It grabbed India's right leg, which was thrust outward, lunging to attack.

The Branx Warrior moved quickly.

Too quickly for its size and awkward appearance.

Too quickly for the Science Police Officers that stood poised, yet dumbfounded, not knowing whether to commence firing - - or whom to fire upon?

Or call for the Legion.

"Aiiiiiiie!!". India let out a scream few bystanders that day would ever want to hear again. To India it felt as if her leg had been ripped from its socket; and if this was the case, she would surely bleed to death before any Med-vac unit could arrive. She had to react to the situation.

Kevik would react to the situation ...

With an amazing grace she lifted her body upward and swung forward, towards the Branx Warrior, her eyes seeking out something to hit, or grab hold of.

Something to injure. To maim.

Through its beady, black eyes, it could see India lurch towards itself, and yet it did nothing. Perhaps it was that one moment of utter confusion, when curiosity takes over instead of fear.

Quite simply, it didn't know what to do.

Using whatever reserves of energy remained, India raised her arms upward and smashed her Amazonian bracelets deep into the sides of the Branx's thick skull. It let out a grunt, and keeled over, dazed as much from India's action, as it was from its own failure to react.

The Branx Warrior had not had a name, nor had it felt anything for several decades. It was basically an emotional pit. It put its free hand up to its ear and could feel where India had lacerated him. Somewhere within the pit, pain stirred. Slowly at first, until the emotion reached the mouth of the chasm. It crept through his body, this pain. The Branx Warrior dropped David Emery and smiled. It smiled for the pain that had been released, and for the dim knowledge that it had at last felt something again.

From the initial onslaught, India had been dropped to the ground violently. She was only regaining consciousness in time to see the Branx Warrior charging at her.

"Go away" she gasped wearily, wanting the whole nightmare to be gone.

The Science Police, who had finally decided who the "good guys" and the "bad guys" were, began pelting the Warrior with limited photon rifle fire. Each shot glanced off the Branx's thick gray hide as it lumbered on towards India.

Again, it picked her up. This time by the base of her skull, thinking - - if that is what it did - - of crushing it quickly and effectively. India's eyes grew huge, and the dirty, moist breath of the Branx filled her lungs.

She didn't want to die.

"Let her go .....". The voice was groggy, and barely understandable.

He had watched blurry visions stream by on the skin of the silver woman, and knew India was in trouble. Emery could see the silver-skinned woman standing idly by, and in her hands his Omnicom.

She relished the moment, as the S.P. gunfire had stopped with India in the position she was. She walked over to Emery who was barely able to roll over, let alone help anyone.

"Let her go ....? You want us to let her go? And what will you do for us in return? Will you leave this foolish quest that you are on? Will you forget that you ever heard the name Adg ...? Will you ...". She paused, looking at Emery, "... what are you doing?"

Emery had heard all he wanted. Beaten down, defeated, he could have easily laid there and admitted failure. But David Emery was more than just a great Interstellar Counter-Intelligence Corps member.

He was Mischief.

The silver-skinned woman stepped away from him, shocked at what she was witnessing. Emery had tapped into his latent meta-gene ability; which was difficult to do under normal conditions, not withstanding the impossible one he found himself in today.

Slowly, his body began its metamorphosis, as hair and mass were added from somewhere, but not here. With this change, Emery's body began to heal itself at a heightened rate. In a matter of fifteen seconds, he had taken on the appearance of a legendary Australian hero.

The Tasmanian Devil.

"Enough talking lady, I think you have something that belongs to me.". Emery jumped to his feet and was soon engaged in hand-to-hand combat with his silver-skinned opponent. He fought off the stings that her razor sharp skin and hair induced across his fur-covered body, and prayed that his metagene factor wouldn't suddenly decide to take the afternoon off.

He reached out through the hellstorm he was facing and grabbed at his McCauley Omnicom. The silver skinned women spun around, throwing Mischief to the ground.

Deep in the back of his head, one thought kept replaying itself: "Who does this mercenary work for?".

He would not know the answer to this question for several days.

The Branx Warrior had witnessed this action and hadn't thought twice about it. His intent - - the one that he had pulled from the recesses of his small mind - - was to kill the Amazon, and his grip tightened around her neck.

- -snikt!!- -

Kevik Mann had regained consciousness only seconds after Emery's transformation into Mischief had begun. Realizing that India was in grave danger, Kevik reacted as fast as his body would allow. He pulled a large knife from out of the sheath that was strapped to his leg. It was an old knife - - some five hundred years old - - and had been in his family just as long.

Mann had charged at the Warrior and leapt onto its back, skillfully slicing at the Branx's thick fur.

The Warrior felt a sharp, stinging, stabbi- -

- -snikt!!- -

Deeper and deeper the knife went, drawing a bead on something very common to the Branx's anatomy, but alien to just about any other species.

A sting, or a sharp probin- -

- -SNIKT!!!!- -

Mann had found what he was looking for. At the base of the Warrior's neck was a large sack-like membrane. It was the shupadloc, an organ as important to the Branx as its heart and brain. If a Branx is stabbed through the heart, or shot through the brain, the shupadloc takes over the function of these organs.

Without the shupadloc, the Branx Warrior dies.

The Branx Warrior tried to spin around, hoping to gain a view of his attacker, while not letting go of India.

- -SNAPP!!- -

Kevik Mann, who had traveled to many worlds, known and unknown, reached deep into the membrane and ripped it out. Hot, foul smelling blood shot everywhere.

The Branx Warrior let out an agonizing whimper, its death scream, and fell backwards towards Mann, who quickly leapt out of the way.

All at once India realized the Branx's grip had lessened. She could barely make out the fact that she was falling to the ground, and cared even less. She felt like weeping, as her limp body came to rest amongst the rubble. Through tear-filled eyes, she could make out the presence of a man, Kevik Mann.

He leaned down next to India to check her vitals.

Everything seemed to be okay, Mann thought to himself. She was battered, but would recover. She also may have a broken right leg, but that would get better. He then turned to the attack between Mischief and the silver skinned witch.

Mischief had seen the Branx Warrior come apart at the seams, and grabbed his assailant so she could witness the same.

Although she realized that things for the Branx Warrior had taken a turn for the worse, she nonetheless realized that she must finish her job. Her hands at once, turned into long, shiny blades and struck out at Mischief.

"Damn, what are you ...?" Mischief shrieked as he let go of her, reeling away in pain.

"What am I? I am the Silver Slasher, and my work here is done. See you in hell, meat.". The Silver Slasher pulled a small detonation device out of one of her pouches and lobbed it at Mischief.

Emery wasn't sure what to do. His nemesis, the mercenary Silver Slasher, had just lobbed some sort of explosive at him. He did what all good intentioned heroes would do.

He caught it.

Emery quickly examined the device, and came away with a disastrous diagnosis of the situation. He threw the small, round, egg-shaped object deep into the wreckage that was once McFarlane's and ran to Kevik and India. Sweat and blood stung his eyes, his mouth was blistered and dry, yet Mischief knew he had to get his friends away to safety.

"Let's go!!" Mischief yelled, as he scooped India up over his shoulder, and grabbed Kevik with his free arm.

"Everyone get away!" he screamed, with a bestial bellow, "There's a bomb over there!!".

The Science Police, who had been moving back onlookers, as well as engaging the mercenaries, called for a explosion dispersal unit. But the call was cut short by the deafening explosion associated with the parting gift the Silver Slasher had left for everyone. Everything within four city blocks was vaporized, with little residual radiation, as the explosion dispersal unit would discover.

Something that Mischief already knew.

"It was a device of Khundish design" Emery said, as he reverted back to human form.

A Med-vac unit member was helping set India's leg, which was broken by the Branx's onslaught. "Look, Miss Blue ...".

"It's India ...."

"You crushed your leg, breaking it in fourteen different places. The ligaments have been pulled away from the bone, both at your knee, and ankle. Your ankle was crushed. For you to walk without a limp ... give the mobilizer four days."

"Sure, sure, whatever." India replied, as her eyes rolled deep into the back of her head.

"Definitely something we at ICC call the Eliminator", Emery continued. "The Khunds created it to be used to flush out resistance fighters on some of the outer-rim planets they have put under marshal law. Low rad levels, so their grunts can go right in and exterminate any stragglers. Very hot on the black market. I saw the vid-pics of the damage one of these caused on Rann. Seems the Independent Rann Army used one of these in a terrorist attack on the capital city. Pretty gruesome stuff.".

"Well, at least you were able to get India and I out of the area with relatively little harm to any of us. Those burns you suffered will heal almost as quickly as India's leg.". Kevik examined Emery's burns, and pulled a small canister out of his belt-pack. "Spread a little of this on there, it will kill the pain, and aid in the healing process.".

While Emery applied Mann's pleasant smelling goo to his burns, Kevik turned his attention to India.

"I know, I know. If I would have practiced I wouldn't be laid up right now. But it's only a stress-break, and I should be out of this mobilizer in twelve hours."

"I see your great sense of compassion was uninjured throughout the attack", Emery chided in.

"Very funny, smelly. You didn't get your Omnicom back, did you?"

"Afraid not. The information on there is crucial to my discovery.". He stood up and took a few steps away from the group, allowing the Med-vac member to walk out of ear-shot.

When all was clear, he walked back to his friends and proceeded. "I really need to get the Omnicom back, or find out who this Silver Slasher women is working for.".

"Who do you think she is?"

"I'm not sure" Emery said, looking deep into India's eyes, "but I intend to find out.".

"What kind of mission, were you on, exactly. If you don't mind me asking.". Kevik was sure that David was always on the up-and-up with him, yet he had some sneaking suspicions that David was holding back this time around.

"I don't mind at all Kevik. It's just .... well ... it's better that you don't know the specifics. Needless to say, I happened upon a conspiracy of major proportions. I'm not positive of all the major players yet, but this little group of merry-makers has ties to the U.P., Earthgov, and several powers outside the ICC's area of operation."

Kevik's face took on a stern look, one David, nor India, had ever seen. "This is deep, David. And it could get us killed.".

"So are you two going to help me?"

India looked up at Kevik, and grinned. "I think you have yourself two partners, Mr. Emery. But, I thought you liked to work alone?".

"Work alone, and ruin the chance for all of us to share the spotlight when we succeed? Surely, you jest.", David Emery smiled back.

Their reprieve was rudely interrupted as a group of Science Police Officers walked over to where they had gathered. They were a Special Operations team, and all were armed to the teeth. They were dressed, head to toe, in body armor, all except their point man.

He was of average height, and average looks. His hair was a deep red, and its appearance was average. Yet, he walked with a strong level of confidence, almost strutting towards India, Kevik, and David.

"Good evening, boys and girl. I'm Special Officer Dvron, and I don't think you're the Legion ..."

"No, but I'm ICC."

"And you would be ....."

"David Emery" he said, flashing his identification tag, "Officer Dvron ...".

"That's Special Officer Dvron.". He looked at Kevik and India squinting his eyes. "I don't suppose you two are ICC?".

"No they aren't. They're associates of mine."

Special Officer Dvron was not amused by the sudden proliferation of mystery men. Sure he had seen, and even met, the occasional Legionnaire, and had always been trained to engage the "special" sentient being. But to encounter five in one evening, in the Sydney Spaceport no less ... something was greatly awry here, and Roon Dvron was going to get to the bottom of it.

"And you two would be ..."

"I'm Mr. Mann" the gray-haired Aboriginal said, "this is my partner, India Blue.".

"I see ....." Dvron responded with a great pause, "It would seem that what Mr. Emery said is correct.".

Special Officer Dvron walked over to a group of heavily armed Science Police Officers. After a brief exchange, another officer, although much larger, approached the rather motley collection of individuals.

"I'm the Commanding Officer. I'm sorry we have detained you and your associates, Mr. Emery. But you must understand ... When Mischief is in my quadrant, and he doesn't stop in for a tall glass of Kono juice something must be wrong.". Commanding Officer Quav took off his helmet to reveal a deep cerise-skinned face, covered with a jet black beard, and a receding hairline of the same color.

"Quav, you old man! Good to see you.". Emery stuck out a hand and jerked it, wincing from the pain. No matter how hard he wished them gone, his burns were still present.

Instead Commanding Officer Quav walked over and hit him lightly on the shoulder, in a gesture of goodwill.

"Let's see what we can do for you, David.". Quav and Emery had known each other for several years, and it wasn't uncommon for them to aid each other, with certain under-the-table deals.

"I need to get to Metropolis and use the S.P.'s big audio gun."

"You mean our special transmissions beacon."

"The very same."

"It's a deal, David. Just have ICC approve it when you can. You know the S.P. is always willing to help." Quav winked.

In a matter of minutes everything, well almost everything, concerning the evening's skirmish was cleared up.

"There's no sign of the Slasher, Mr. Emery."

"Thanks, Dvron. Quav's a pretty good boss, isn't he?"

"The best I've had so far."

"Good. Now next time I see you, or Quav, I'll give you the televid number where you can reach India."

"That's a deal," Special Officer Dvron beamed, as he walked back to his group.

"What did you promise him?". India may have been injured, but there wasn't anything wrong with her ears.

"Nothing, India. Ready to get a'going, Kevik?"

"It's always sad to leave the soil from where you were born. But yes, let's be on our way. I'm sure there is trouble ahead of us, and it would be nice to find allies in our little quest."

Emery, Mann, and India were given an escort to Metropolis, where Emery could send a high-frequency, seven-gauge helix coded, instant-burst message to his superiors on Mars. The Interstellar Counter-Intelligence Corps would then give him directions on how to proceed. They would also send him back-up.

Somewhere in the Catskill Mountain Range, Earth. 2995.

Alexander Wayne had been sleeping. In his restless sleep, he dreamed. Rather, it wasn't a dream, but a nightmare. In it, he fought valiantly with other members of the Justice League. But the enemy was far too powerful, and too many in number. J'Onn, Tanen-Zik, and Alexander were the only three standing. Diana had fallen, as had Kyle and Hal. Alan had disappeared into a void, never to be seen again. Conner had died early on, as had Ray. Clark was missing from the start. And there was only so much Bruce could do from the cave, remaining in reserve with a small cadre of heroes. Tanen-Zik saw no other option, and opened a hole to nowhere.

To somewhere.

J'Onn told Alexander to get inside it.

And he did.

And he woke up, covered in sweat, and high in fever. His nights of sleep had been no different since he arrived in this millennia.

"Master Alexander?". It was a soft, gentle, mechanical voice. "Are you all right?".

Alexander rolled over in his bed and looked out into the large bedroom. His eyes adjusted quickly to the darkness - - something a creature of the night does - - and saw his Probe unit standing in the doorway. His Probe, a later model, but not the newest, was standing, almost shyly, in the door ajar.

"Please come in, Alfred. I'm sorry you had to be disturbed from your duties. It was merely that damnable dream again."

"You do mean nightmare, don't you sir."

"Perhaps. How did the little struggle in Sydney finish? The Slasher escaped, didn't she?"

"Yes, Master Alexander, she did. It would appear that you know as much about the 30th century criminal, as you did the 21st. As to your first question: the Mischief faction is now in Metropolis, and awaiting instructions from the ICC. As you suggested they would."

The Probe was now in the process of opening Alexander's curtains, revealing a beautiful fall morning, as sunlight danced off Alfred's featureless blue face.

"It looks like a good morning. Is Haarlack around?"

"He left shortly before dawn. As always. I believe you asked him to go to Mars, to talk to J'Onn."

"Yes, thank you, I believe that I did. If I could have breakfast, in one hour, in the cave, please."

"Very good, sir.". Alfred left the room, and shortly thereafter, the very faint humming sound that the Probe made could be heard going down the hall.

Alexander proceeded to make his way to the cave, a lavish computer room nestled deep under the complex. It wasn't really a cave, but rather something man-made, that Alexander created shortly after he arrived. Of course it had bats, but they were imported in from Thanagar, as the Thanagarian fruit bat was smaller and more docile that the Earthly species.

Wayne sat at his large control board and studied the tapes of the event in Sydney. On another board he watched an intelligence report on the young ex-Legionnaire Garth Ranzz, and how he had lost an arm in a battle with his brother, Mekt, the Lightning Lord. It saddened Wayne, but he reminded himself that there are certain sacrifices to be made in stopping that which was wrong. He just wished that the Legionnaires were older, and could deal with these problems through maturity and experience, rather than on-the-job training.

It reminded him of Jason Todd.

He quickly blocked all of this out. There was one thing that the Slasher had said that sparked something deep in Wayne's memory.

The name "Adg".

To be continued ...

## Section XI - The (theoretical) origin of Kamandi, last boy on Earth:

Why an article on Kamandi in a Legion of Super-Heroes fanzine? One reason is to refute the hypothesis made by Karate Kid in *KAMANDI, THE LAST BOY ON EARTH #58* that Kamandi may have a counterpart in the Legion of Super-Heroes. Another reason is because I happen to like Kamandi.

Let me begin with a little introduction to the various incarnations of Kamandi ...

THE INCARNATIONS: In the pre-Crisis DC Multiverse there existed numerous divergent futures. (1) In the "Pre-Crisis/Tommy Tomorrow" timeline, a Great Disaster was averted. In the late 21st century, the boy who would later become Tommy Tomorrow was orphaned and soon after brought to an asteroid orphanage where he was given the name "Tommy". A short time later he was adopted by the Tomorrow family. He grew to adulthood and became a colonel in the Planeteers. (2) In the "Pre-Crisis/Great Disaster" timeline, a Great Disaster altered the face of the Earth and the boy, Kamandi, never became Tommy Tomorrow ... instead he was raised by his grandfather, Buddy Blank, and became the "last" boy on Earth. (3) In the reconstructed "Post-Crisis" reality, the Great Disaster timeline is no longer part of Earth's future. In this reality, Kamandi will be orphaned, possibly raised by a computer, and discovered by Horatio Tomorrow, who will adopt the boy and rename him "Tommy". He will grow to adulthood and became a Colonel in the Planeteers. (4) In an "Elseworlds" timeline, Kamandi was raised by a computer following a great war which nearly destroyed the planet.

This article will deal only with the "Pre-Crisis/Great Disaster" history of Kamandi and will attempt to reconcile a number of contradictory facts.

THE FACTS: (1) Kamandi is the grandson of the hero named OMAC (reference *KAMANDI, THE LAST BOY ON EARTH #50*). (2) OMAC was created by the Global Peace Agency in the hopes of averting WWIII ... his adventures take place approximately 40 years in the future (reference *KAMANDI, THE LAST BOY ON EARTH #59* and *WARLORD [first series] #37*). (3) The Great Disaster occurs approximately 100 years in the future (reference *KAMANDI, THE LAST BOY ON EARTH #59*, *WARLORD [first series] #37*, and *SUPERMAN [first series] #295*). (4) The Great Disaster combines the effects of a cataclysmic natural disaster with the ravages of intense radiation, and was powered by the Vortex (reference *KAMANDI, THE LAST BOY ON EARTH* series). (5) Animals gained intelligence, and mankind lost theirs, at the time of the Great Disaster when the serum cortexin leaked into the waterstream (reference *KAMANDI, THE LAST BOY ON EARTH #16*). (6) Kamandi was born at the time of the Great Disaster (reference *KAMANDI, THE LAST BOY ON EARTH #59* and *WARLORD [first series] #37*). (7) Kamandi was abandoned by his parents and raised by OMAC/Buddy Blank (reference *CRISIS ON INFINITE EARTHS #3*). (8) The animals' dominance existed for generations prior to Kamandi reaching teen-hood (reference *KAMANDI, THE LAST BOY ON EARTH* series). (9) Kamandi's adventures take place in the late 30th century (reference *KARATE KID #15* and *KAMANDI, THE LAST BOY ON EARTH #58*). (10) Kamandi becomes Tommy Tomorrow in an alternate timeline in which the Great Disaster does not occur (reference *CRISIS ON INFINITE EARTHS #10*). (Note: Tommy Tomorrow's pre-Crisis adventures took place in the 21st century).

Now let me take this information and attempt to create a consistent origin for the last boy on Earth. While reading this tale, realize that most of what I have written is established fact. It is really only the century discrepancy (21st vs. 30th) that led to most of the contradictions.

THE ORIGIN: Early in the 21st century, alien beings came to Earth from the planet Vision in hopes of using their precognitive power to avert Earth's third World War. In order to accomplish this they disguised themselves and formed the Global Peace Agency. One of their tools was the One Man Army Corps, OMAC. In the "Pre-Crisis/Great Disaster" reality, unfortunately, both the G.P.A. and OMAC failed in their attempts to prevent war and, in the year 2045, World War III had come. It is assumed that it was around this time period that OMAC/Buddy became a father. It is not known whether it was the OMAC persona or Buddy Blank who fathered the child nor is it known whether he was married. Indications are that the former is true. If OMAC was indeed the father, he apparently reverted back into Buddy Blank soon afterward; most likely during the outbreak of the war. Apparently, OMAC/Buddy had prepared or located a large bunker, situated somewhere in or near New York City, which could be used as a safe haven in case of war. In this bunker, named Command D, he stored plenty of food and water and retained a microfilm library on man's history and, possibly, on some useful technologies. When war was inevitable, Buddy Blank moved into this bunker along with an indeterminate, but presumably small, number of people. Sometime in the late 21st century, Buddy Blank became a grandfather. It appears that the newborn's parents felt it was time to leave the bunker and abandoned their son; leaving him to be raised by his grandfather. The parents of the child were probably among the last to leave the safety of the bunker; in any case, Buddy and his grandson were now alone. The child was named "Kamandi" after his home. It was during this same period that the Great Disaster struck the Earth. Luckily, the bunker survived the Disaster with little damage. The effects of the Great Disaster were all-encompassing. The very face of the Earth was distorted beyond recognition. Horrible creatures were spawned and many lands seethed with radioactivity. Cortexin, a mutagenic serum invented by a Dr. Michael Grant, spilled into the water supply which caused the animals to become man-like and mankind to become mindless animals. Buddy secured the bunker, activated an elaborate alarm and defense system, and then put his grandson and himself into suspended animation for the remainder of the millennium; Buddy and Kamandi slept for 900 years. During that time, the animals created large empires and the memory of mankind's supremacy was forgotten. Sometime in the mid to late 30th century, their slumber ended. The intense radiation of the Great Disaster had fallen to safe levels and it was time for man to rise again. An aged Buddy Blank spent many years teaching Kamandi about man and his greatness, all the time hiding the existence of the animal-men from Kamandi. Blank raised him to be strong, smart, and cunning. Then, one day, disaster struck ... humanoid wolves broke into the bunker and killed Blank. Kamandi escaped but not without first discovering the nature of his grandfather's murderers. From then on, Kamandi spent much of his time wandering Earth A.D. (After Disaster). His ultimate goal was simple: restore humanity to its former civilized state so that, in time, intelligent man and intelligent animal could learn to live together in peace.

That's it, folks. Before I close, I thought I'd include some notes of interest ...

NOTE (1): In the "Pre-Crisis/Great Disaster" reality, Kamandi showed signs of being more tolerant of radiation than a normal human. Also, in one adventure, when Kamandi was transformed into a genetic duplicate of his grandfather he resembled OMAC, not Buddy Blank (reference *KAMANDI, THE LAST BOY ON EARTH #50*). Things like these support the belief that Kamandi is the genetic grandson of the super-human OMAC and not Buddy Blank

NOTE (2): The exact nature of the Vortex was never clearly defined. It was said to be the power source of the Great Disaster. Kamandi appeared to be of some importance to the Vortex, but the full extent of the relationship was never revealed.

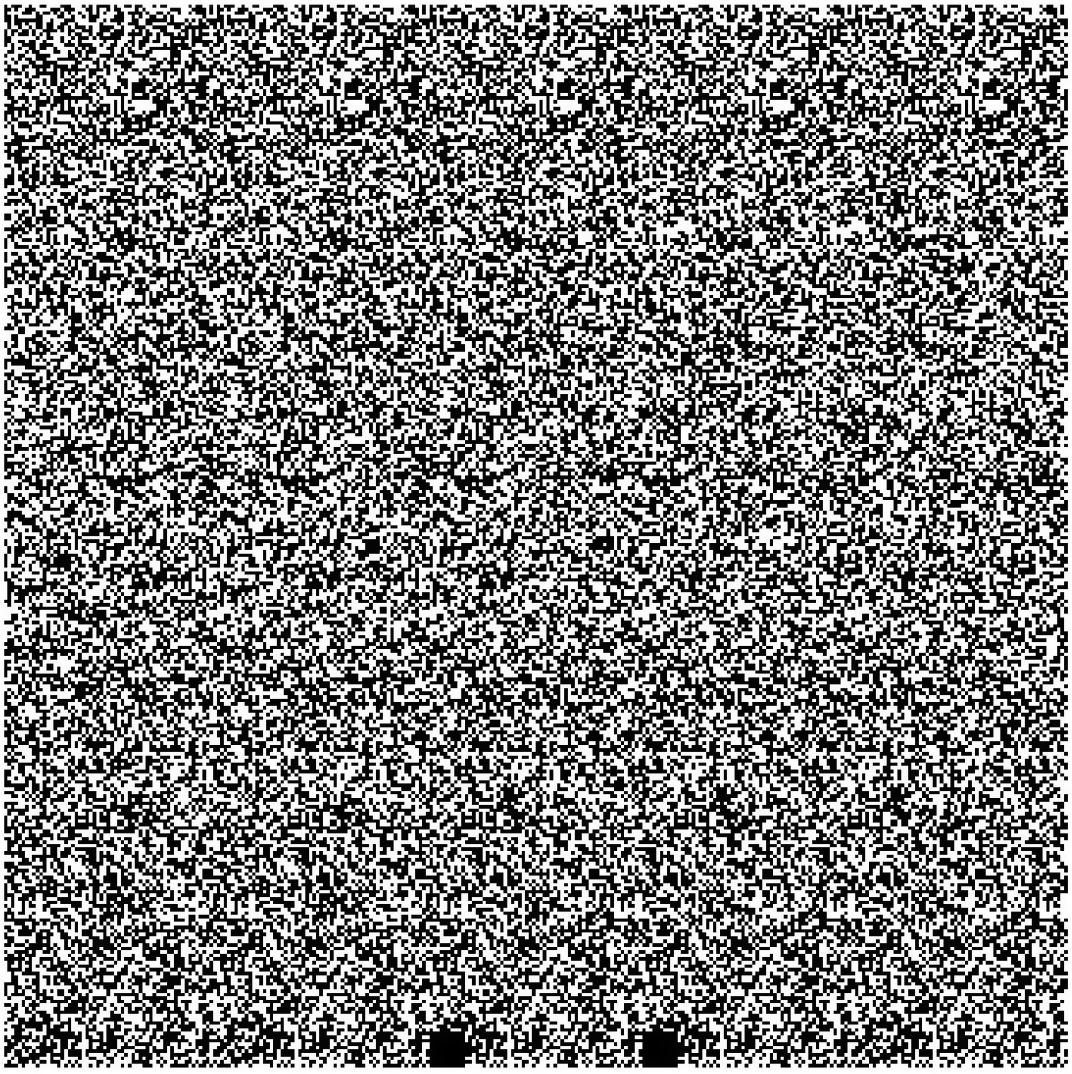
NOTE (3): In *KAMANDI, THE LAST BOY ON EARTH #29*, Kamandi discovered Superman's costume in the possession of intelligent apes. It was later revealed, in *SUPERMAN [first series] #295*, that the costume was placed there by a 30th century Green Lantern who was attempting to keep the alternate timelines from merging (a catastrophe started by the Legion's foe, the Time Trapper). In that tale we learn that Jaxon the Mighty, an apparent 30th century descendant of Superman, liberated the Superman costume from the apes.

Finally, no spotlight would be complete without a checklist ...

CHECKLIST: Kamandi appeared in 59 issues of his own title, *KAMANDI, THE LAST BOY ON EARTH*, as well as in *THE BRAVE AND THE BOLD [first series] #120* and *#157*, *KARATE KID #15*, *DC COMICS PRESENTS #64*, and *CRISIS ON INFINITE EARTHS #2-5* and *#10*. The legend of Kamandi was later revised in the Elseworlds series *KAMANDI, AT EARTH'S END*.

## Section XII - Art gallery:

For this issue's art gallery, I have taken a Legion-related picture and transformed it into what is known as a stereogram. Stereograms appear at first to be a bunch of random dots; however, when you look at them in the right way, a 3-D image is revealed! What you want to do is look through the page, focusing on a point deep within the picture. I have added guide dots at the bottom of the image to help. As you focus into the picture, your eyes should cross and extra guide dots should appear. Your eyes must cross such that three dots appear at the bottom. If you see four guide dots, change your focus so that the inner two merge. Once you get the hang of them, stereograms can be fun.



## Section XIII - Letters page:

Welcome to the fifth issue of *Legion Outpost II*. This fanzine is FREE on the Internet and will be made available through the mail a few months from now for a minimal fee (to cover reproduction and postage). I hope you like it. By issue *#6* I will have exhausted the majority of my research so send me anything and everything you've got! This won't work without you!

Before I go on, I'd like to thank the following America Online members for all their help: Myke 4, JoanDW, Policywonk, and all those who supplied articles for this issue.

Once again, circumstances beyond my control have slipped *Legion Outpost II* past its original publication deadline. Work has been totally time-consuming. In addition, I rely more and more on others to help me put this thing together. I am grateful to all those people who have volunteered to help me add creator credits to the Legion checklist. That information will be included in the final versions of issues *#1-6* which I hope to complete by early next year. If I'm really ambitious, I'll expand the checklist of issue *#1* and make that issue a 100-pager. Next issue: the historical checklist concludes! In future issues: the Interlac alphabet, part two of the Lightning Lad feature, a last look at the pre-Crisis Superboy, and articles on the Time Trapper, Glorith, and Mordru. Keep the faith! LLL.

A note to the readers regarding the checklist: (1) Beginning in January 1991, I began tracking the release dates of DC Comics. I have used that as my source for determining the publishing order for this issue's checklist. Note that my checklist lists the appearances in the order in which they were actually released, not in the order in which they were intended to be released. (2) I have included magazines that deal not only with the Legion of Super-Heroes but also Dox's L.E.G.I.O.N.. Appearances by L.E.G.I.O.N. members such as Lobo, Lady Quark, and Captain Comet outside of their capacity as L.E.G.I.O.N. officers are not included. (3) I did my best to chronicle even the most obscure cameos including all appearances of the Legion-related alien races. Any and all corrections would be appreciated by not only me but all the readers as well.

I hope to publish a new issue every two or three months ... it all depends on you. I will also be updating each issue with corrections at regular intervals. The way to tell the latest revision will be by the version number.

This fanzine was originally written in Microsoft Word for Windows (PC) 6.0. Upon request, I will attempt to save the file in other formats, however I am uncertain whether all of the special features will convert properly.

Well, that's it for now! Please E-Mail all comments and ideas to me at outpost2@InfiniteEarths.org. See you next issue.